

Arcade Mania

SU_1020-009

Final Board

Date: May 30 2013

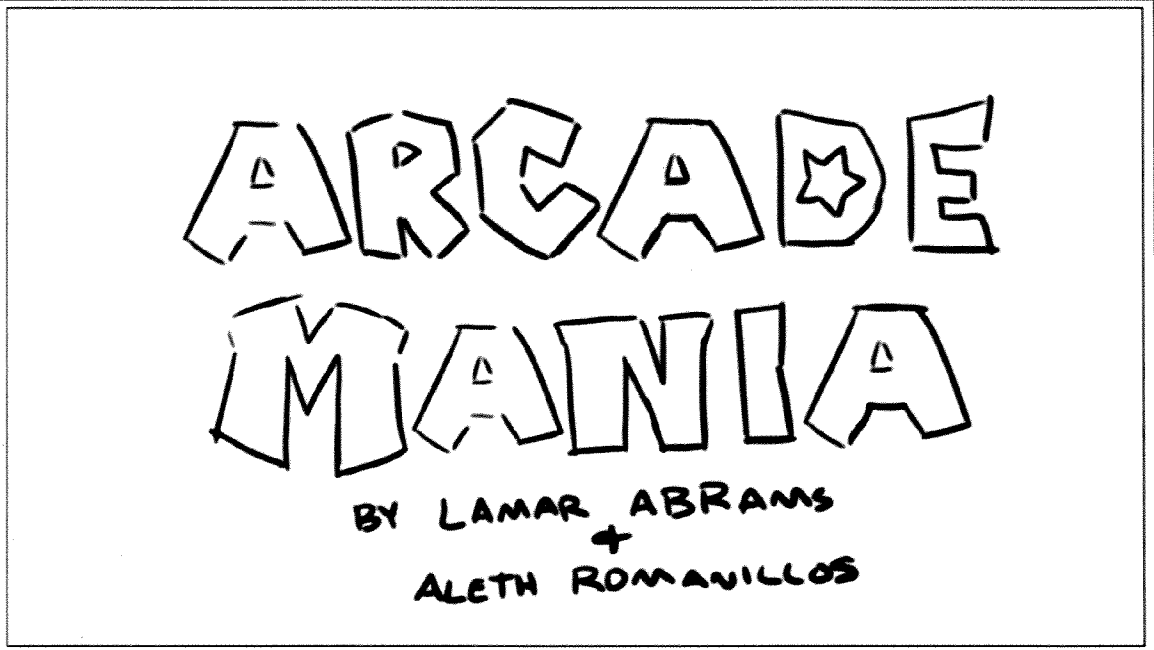
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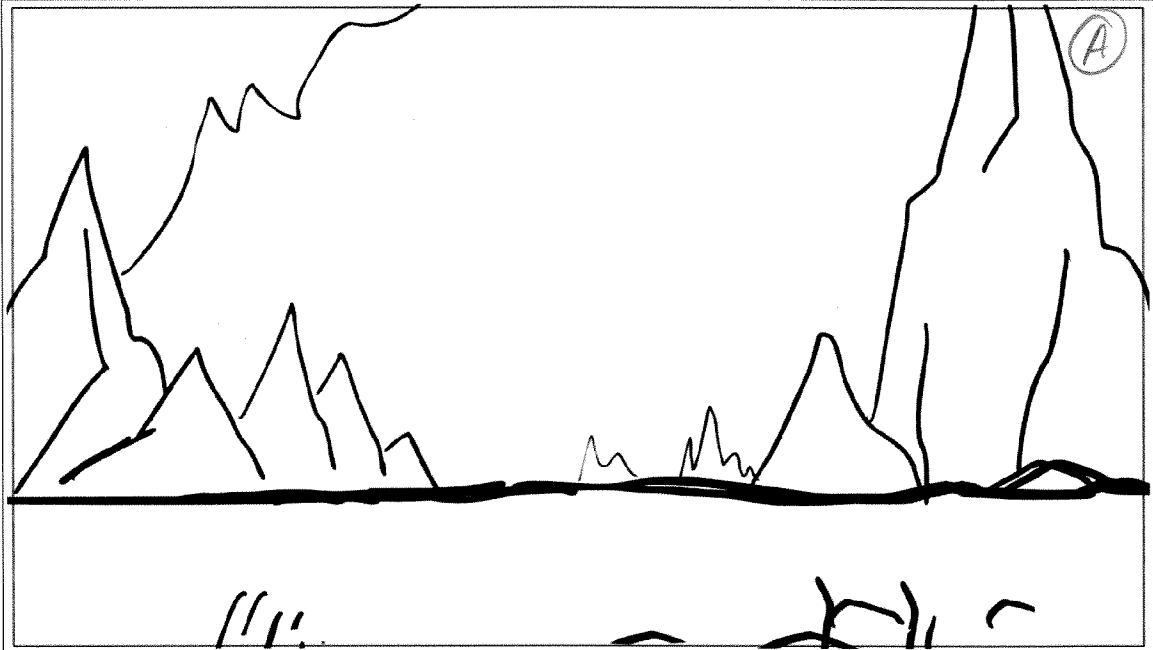
1020-009

1020-009

Scene	Panel
1	1



Scene	Panel
2	1



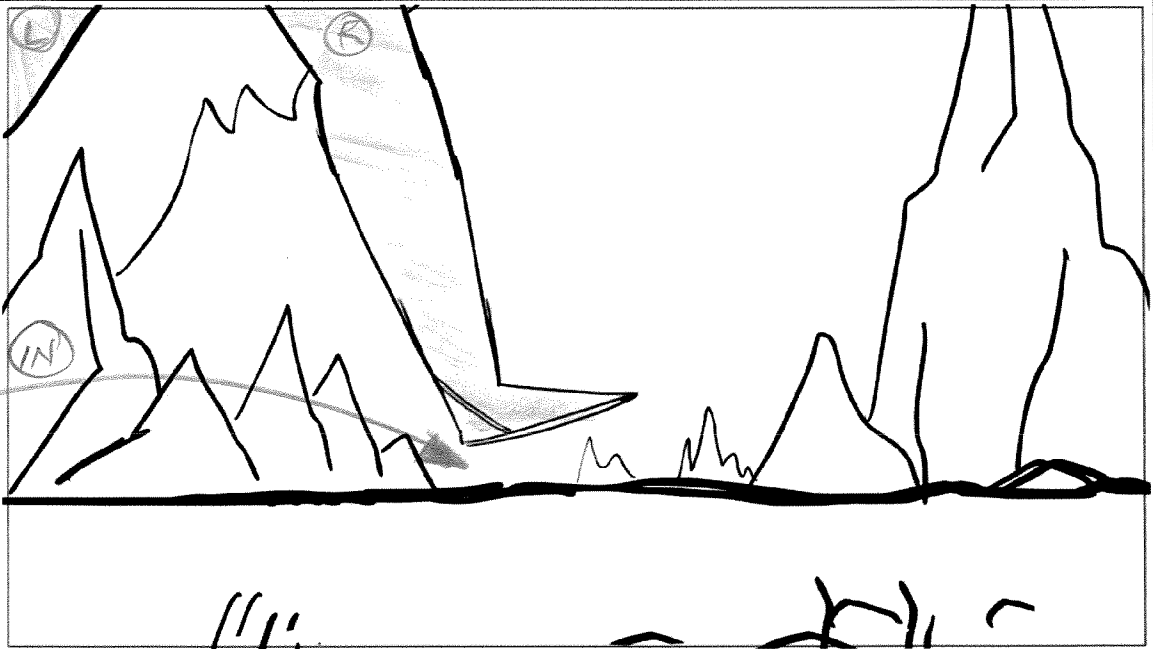
Slugging
2.09

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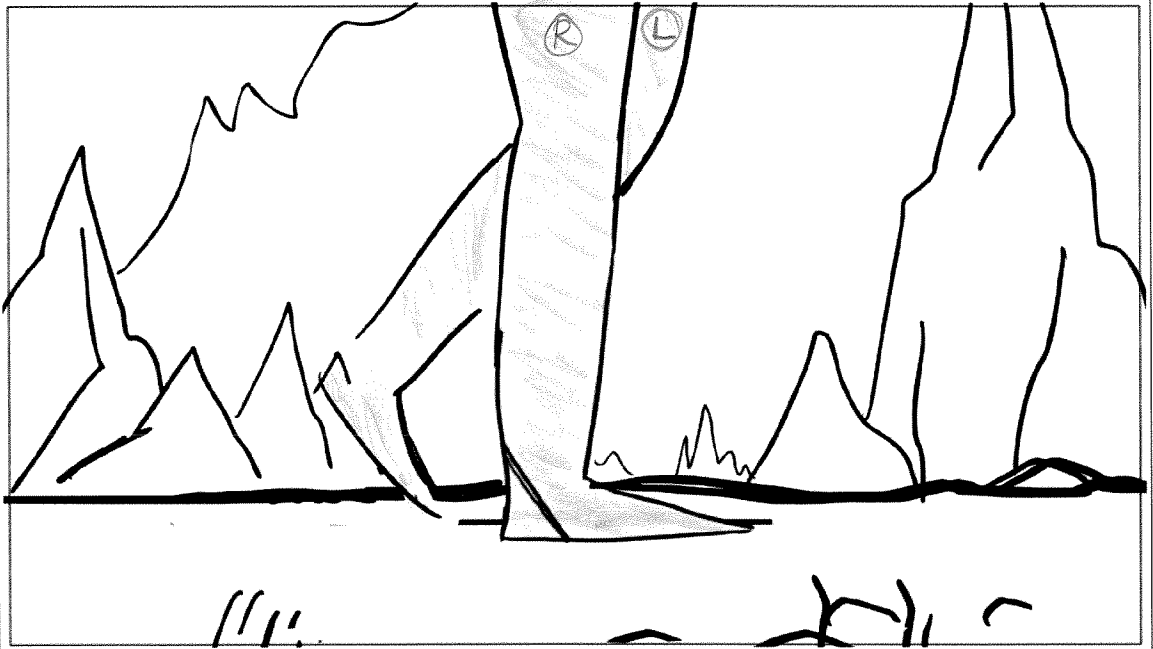
Scene 2 Panel 2 *CONT* 2



Action Notes
Garnet foot into scene

Slugging
0.04

Scene 2 Panel 3 *CONT* 3

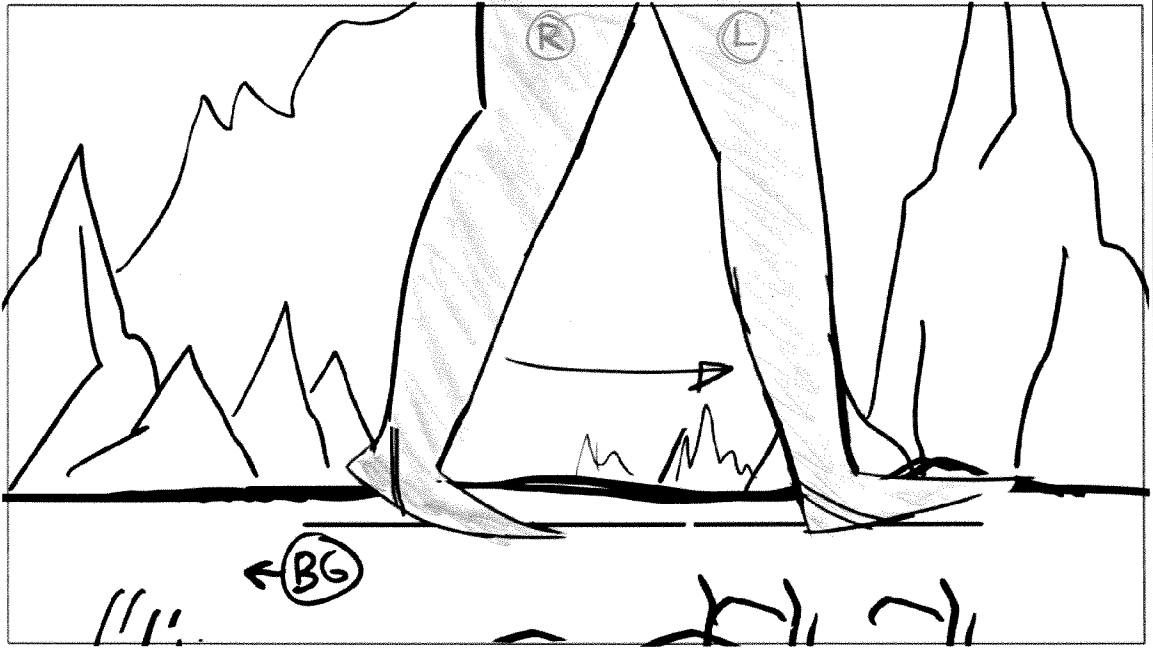


Slugging
0.09

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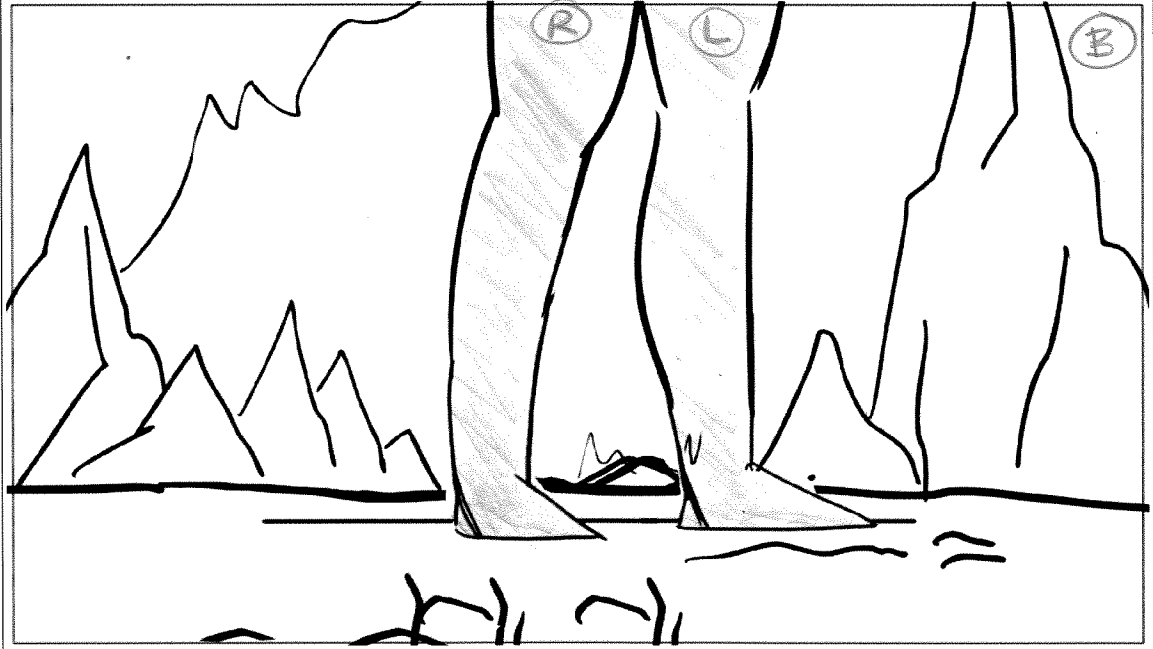
Scene	Panel
2	CONT 4



Action Notes
foreground bg pan

Slugging
1.14

Scene	Panel
2	CONT 5



Action Notes
Garnet stops

Slugging
1.02

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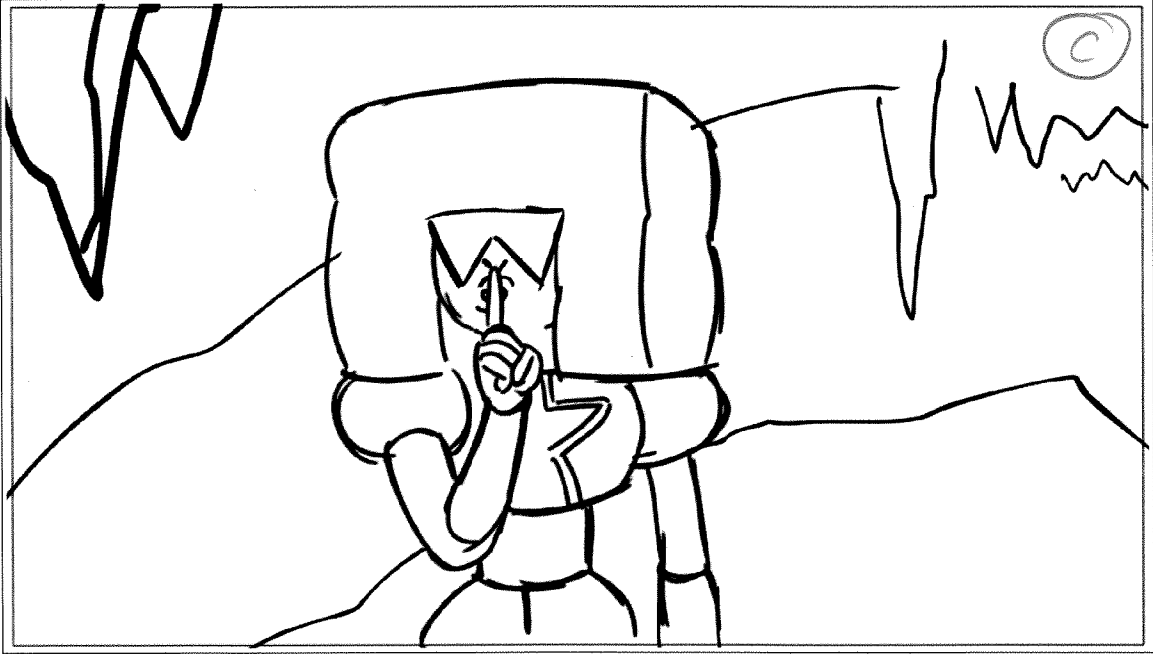
Scene 2 Panel 6



Action Notes
Pan up to reveal Garnet

Slugging
ADJ: 0.14
Then HOLD: 0.10

Scene 2 Panel 7



Dialog
GARNET: SHHHH....

Slugging
1.05

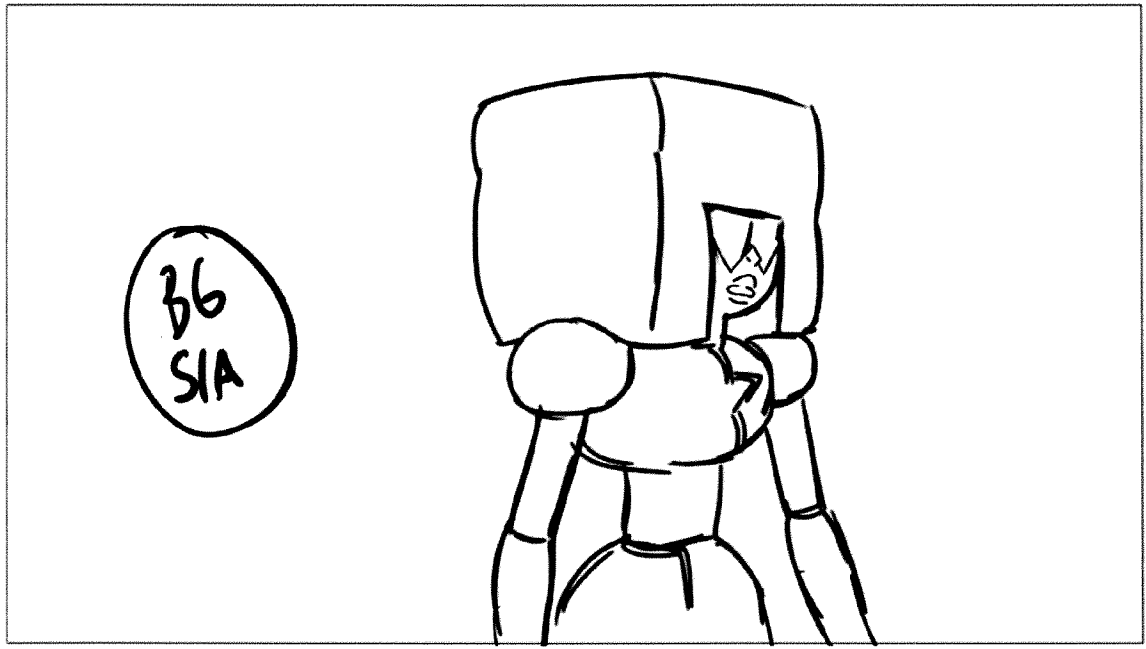
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Scene	Panel
2	CONT 8



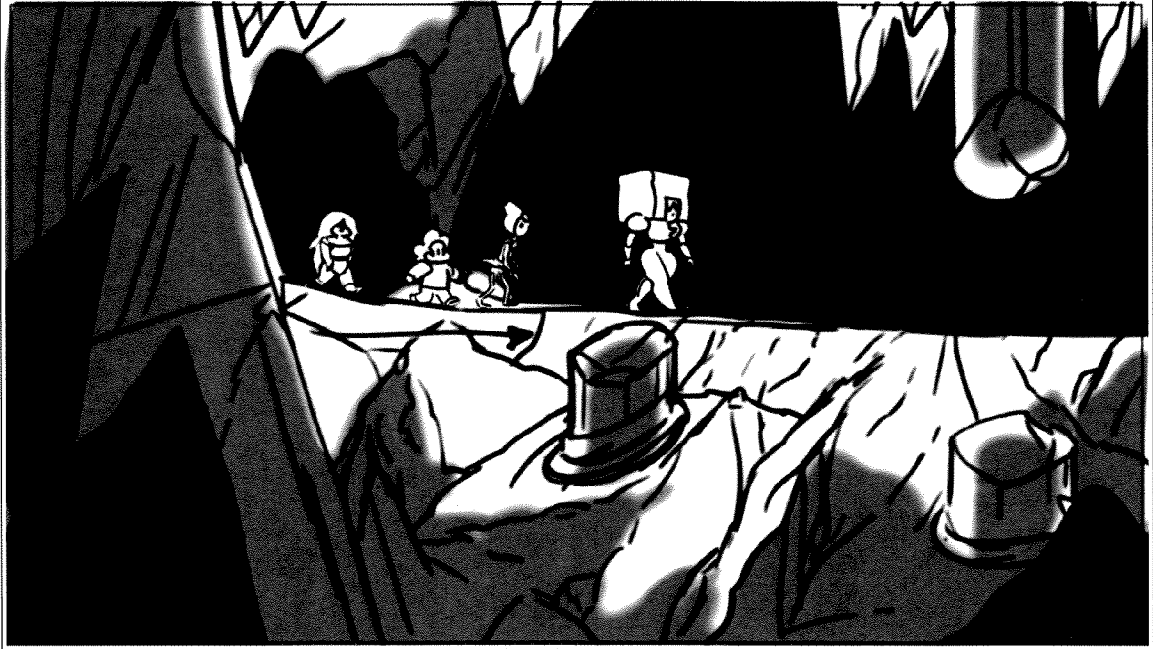
Dialog

GATNET: THIS WAY.

Slugging

1.13

Scene	Panel
3	1



Action Notes

Gems walk through cavern.

Slugging

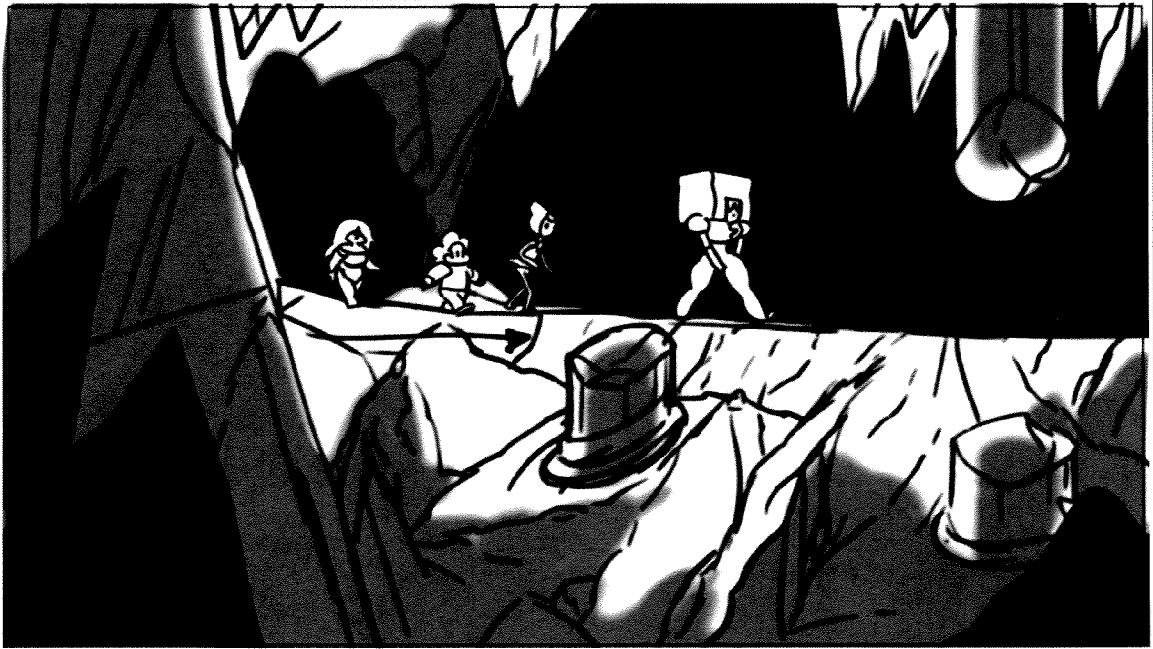
Panels 1 + 2 = 2.06

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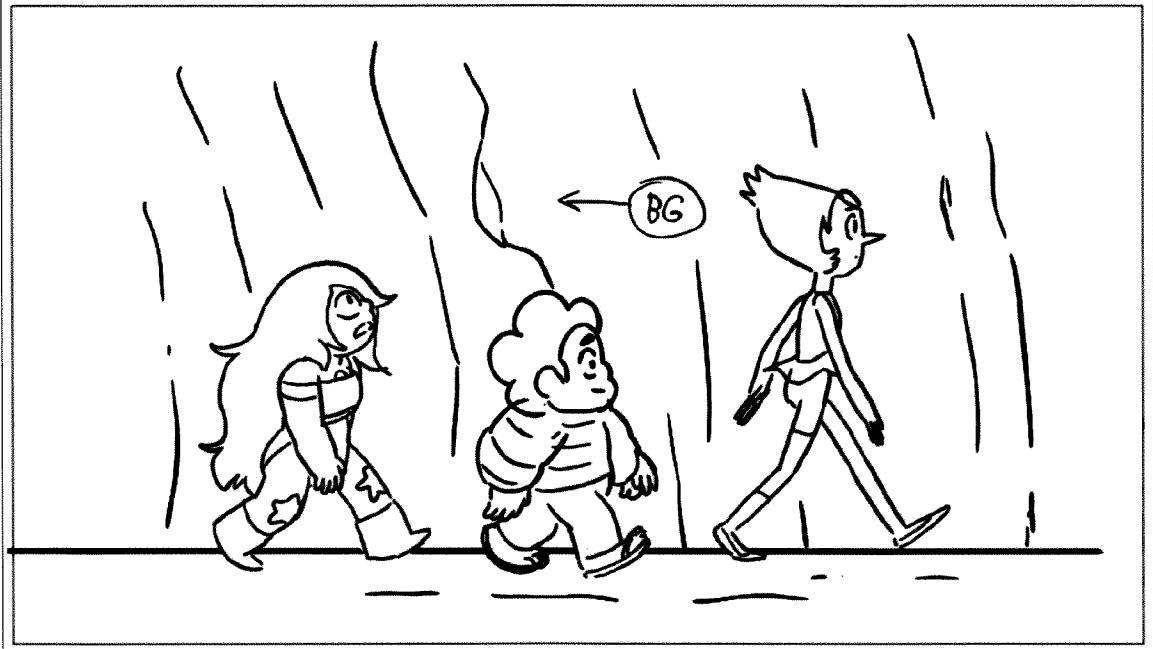
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Scene	Panel
3	2



Scene	Panel
4	1



Action Notes

BG pans

cycle sharacters walking panels 1 and 2

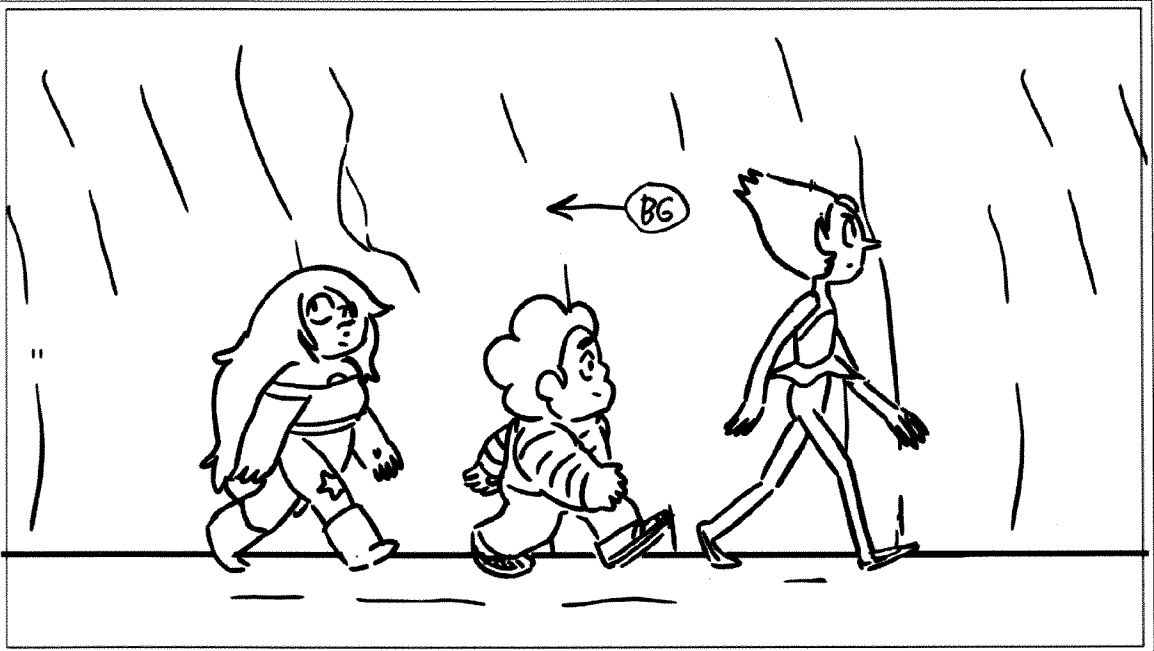
Slugging

Panels 1 + 2 = 1.05

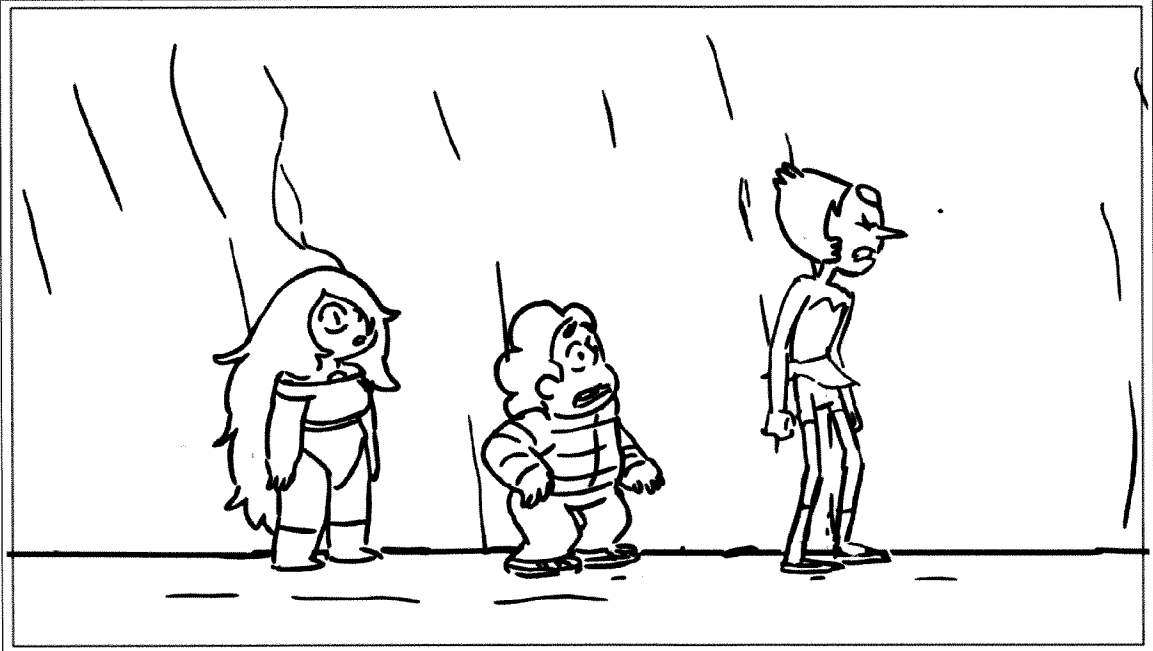
Total time until panel 3: 2.00

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Scene 4 Panel 2
CONT



Scene 4 Panel 3
CONT



Dialog
PEARL: UUUUUUGH

Action Notes
stop bg pan

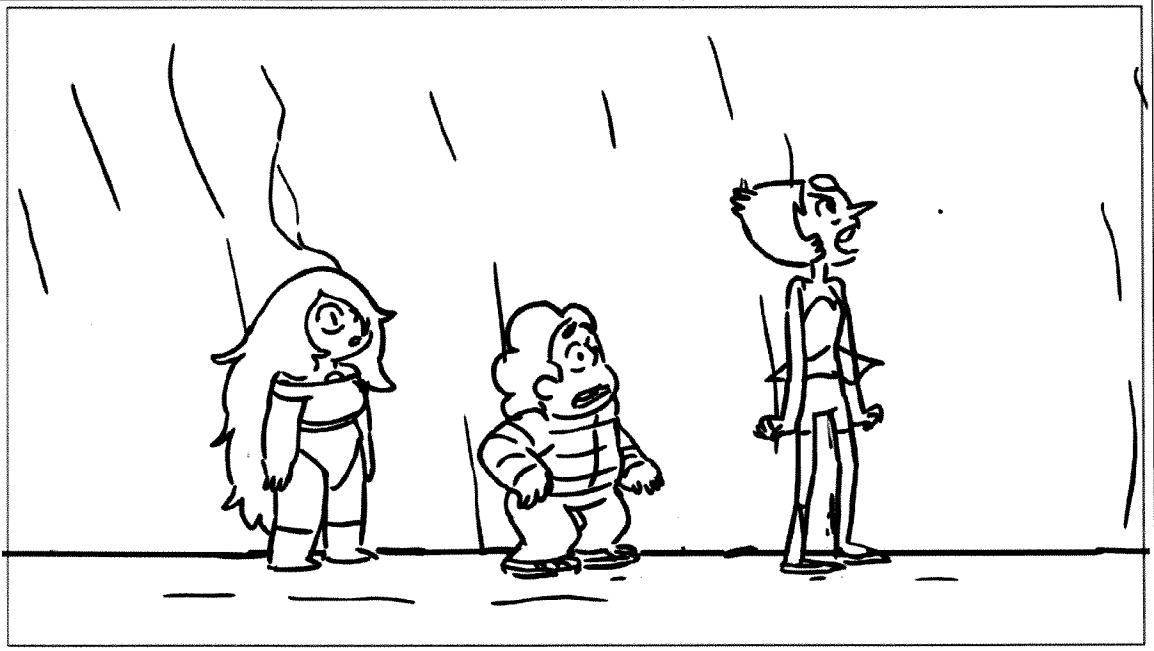
Slugging
Panels 3 + 4 = 2.12

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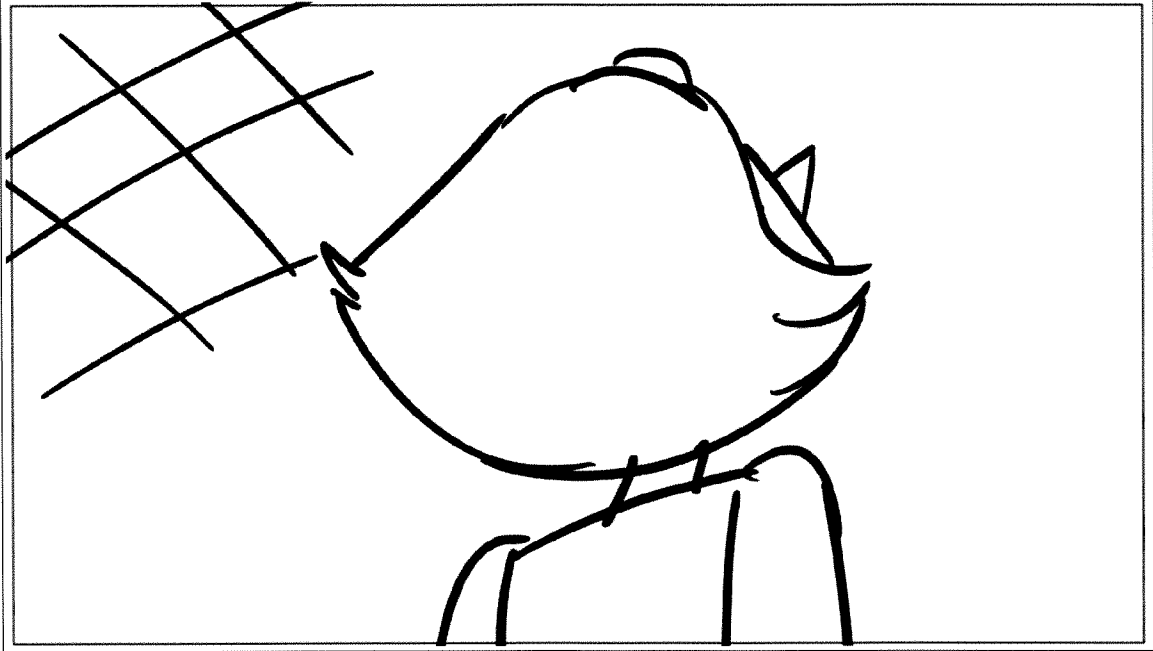
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Scene	Panel
4	4 <i>CONT</i>



Dialog
PEARL: STEVEN!

Scene	Panel
5	1



Slugging
Panels 1 to 3 = 5.14

Notes
H.U. to prev scene.

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Scene 5 Panel 2



Dialog
PEARL: THIS IS A STEALTH MISSION.

Scene 5 Panel 3



Dialog
PEARL: YOU'RE MAKING TOO MUCH NOISE!

Action Notes
Parl turns to face Steven

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Scene	Panel
6	1



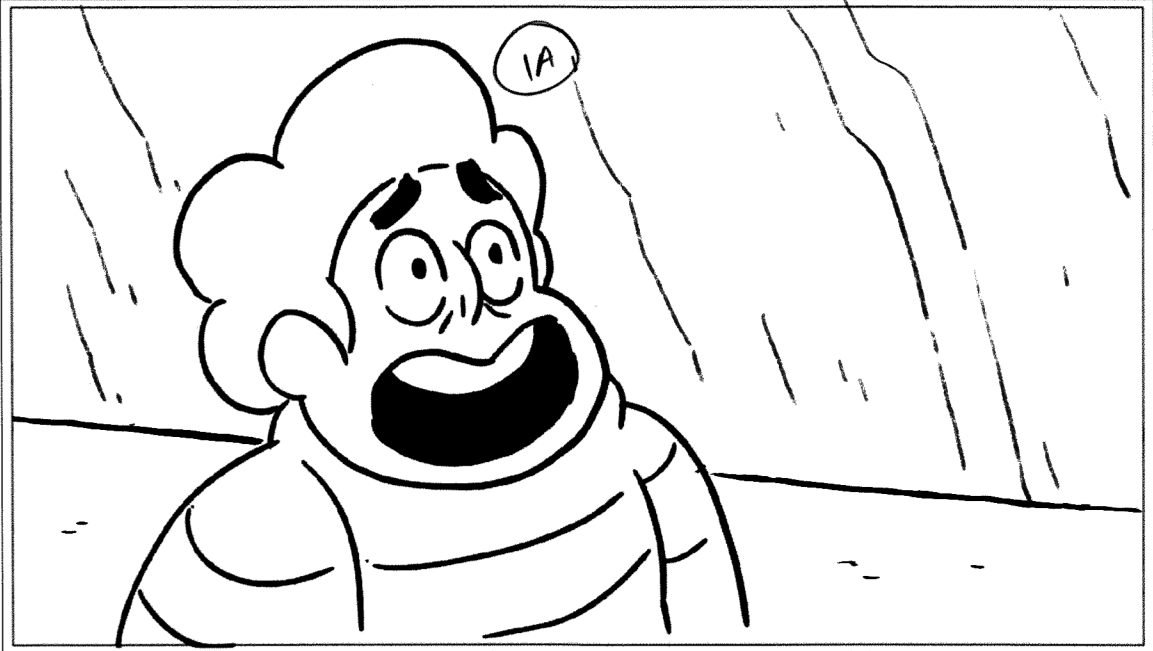
Dialog

PEARL: TAKE OFF THAT JACKET.

Slugging

2.14

Scene	Panel
7	1



Dialog

STEVEN: UH! BUT...!

Slugging

2.01

Notes

H.U. to prev scene



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Scene	Panel
7	<i>CONT</i> 2

Dialog

STEVEN: I DON'T WANT TO CATCH A COLD!

Slugging

3.02

Scene	Panel
8	1

Dialog

PEARL: THEN WHY ARE YOU STILL WEARING SANDLES?

Slugging

Panels 1 + 2 = 4.02

Notes

H.U. STEVEN to prev scene

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Scene	Panel
8	CONT 2

Dialog

PEARL: THEN WHY ARE YOU STILL WEARING SANDLES?

Scene	Panel
9	1

Action Notes

pan up

Slugging

1.00

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Notes

H.U. to prev scene.

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Scene	Panel
9	CONT 2

Dialog

STEVEN: I CAN BE QUIET!

Action Notes

pan up

Slugging

ADJ: 0.06

Then HOLD: 2.01

Scene	Panel
9	CONT 3

Dialog

STEVEN: SEE!

Slugging

1.02

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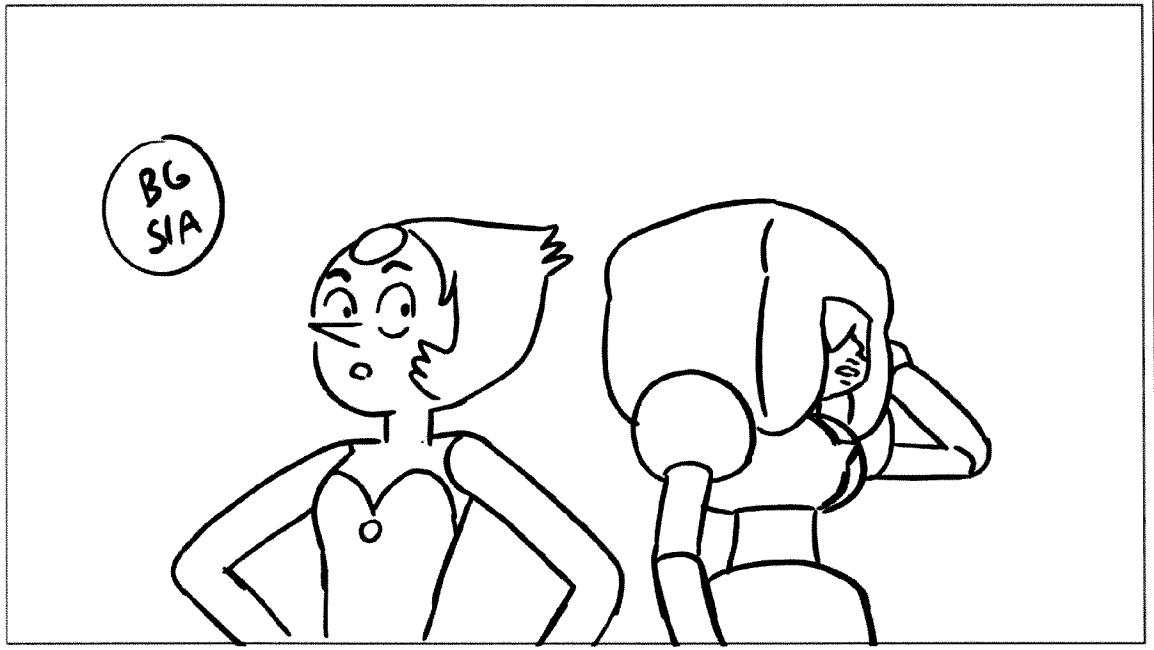
Scene	Panel
	9 <i>cont</i> 4
<p>Dialog</p> <p>STEVEN: STEALTH.</p>	
<p>Slugging</p> <p>2.02</p>	

Scene	Panel
	10 1
<p>Dialog</p> <p>GARNET: WE'RE GETTING CLOSE.</p>	
<p>Slugging</p> <p>Panels 1 + 2 = 2.02</p> <p>JUN 17 2013</p>	

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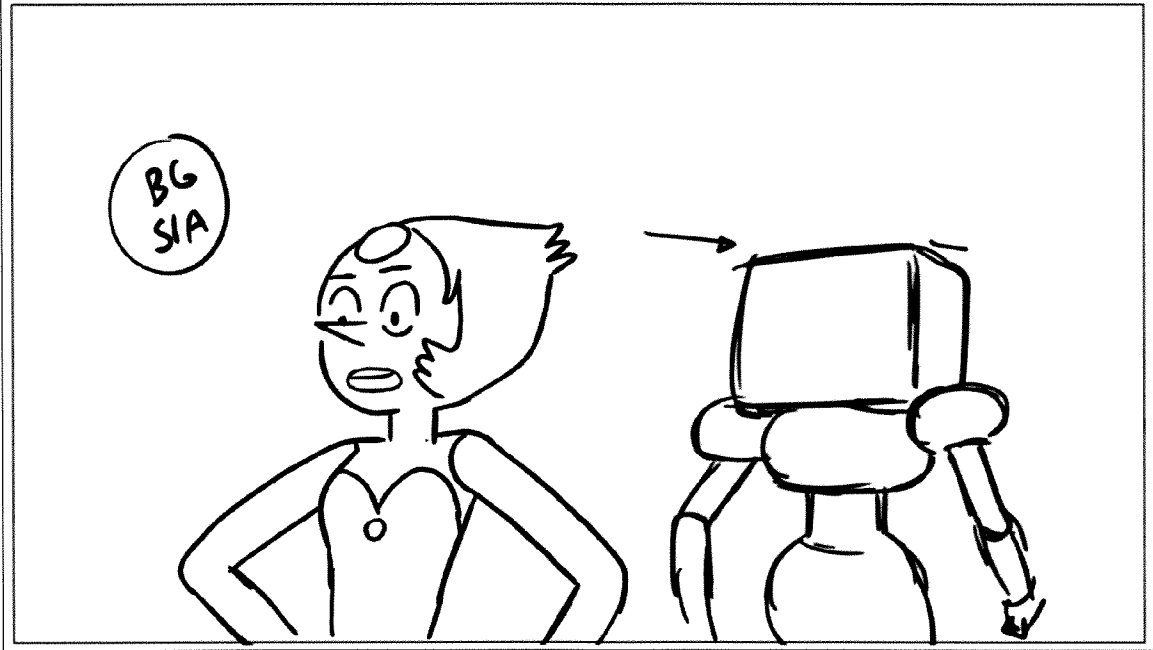
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Scene 10 Panel 2



Dialog
GARNET: WE'RE GETTING CLOSE.

Scene 10 Panel 3



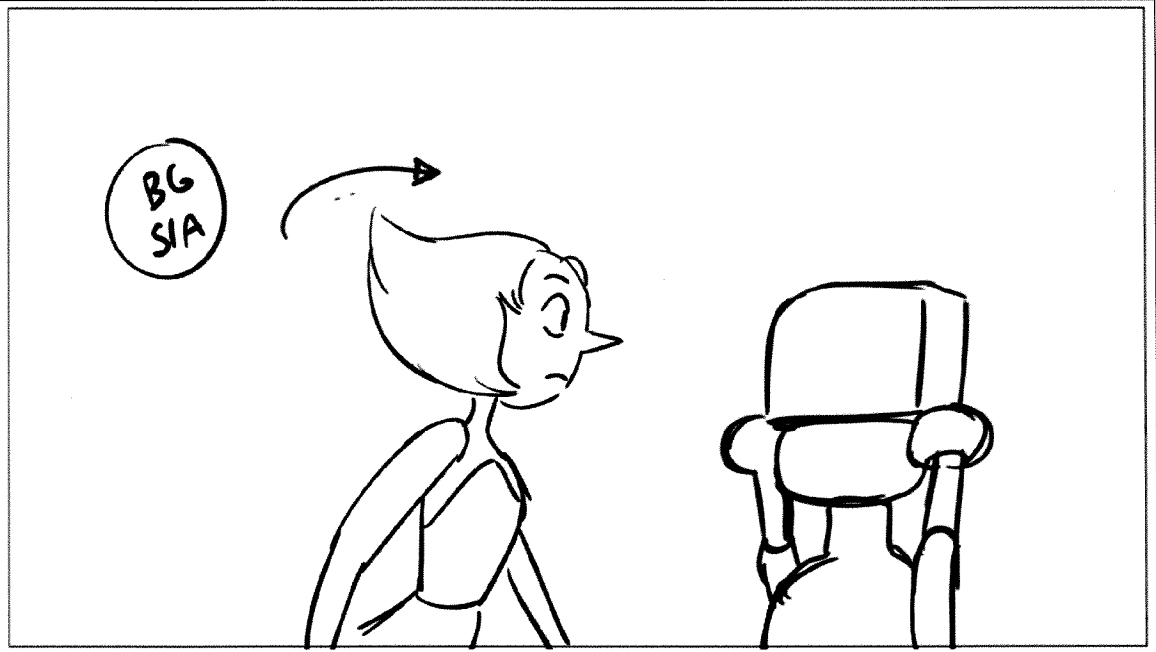
Dialog
PEARL: COME ON, THEN.

Slugging
1.08
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Scene	Panel
10	4



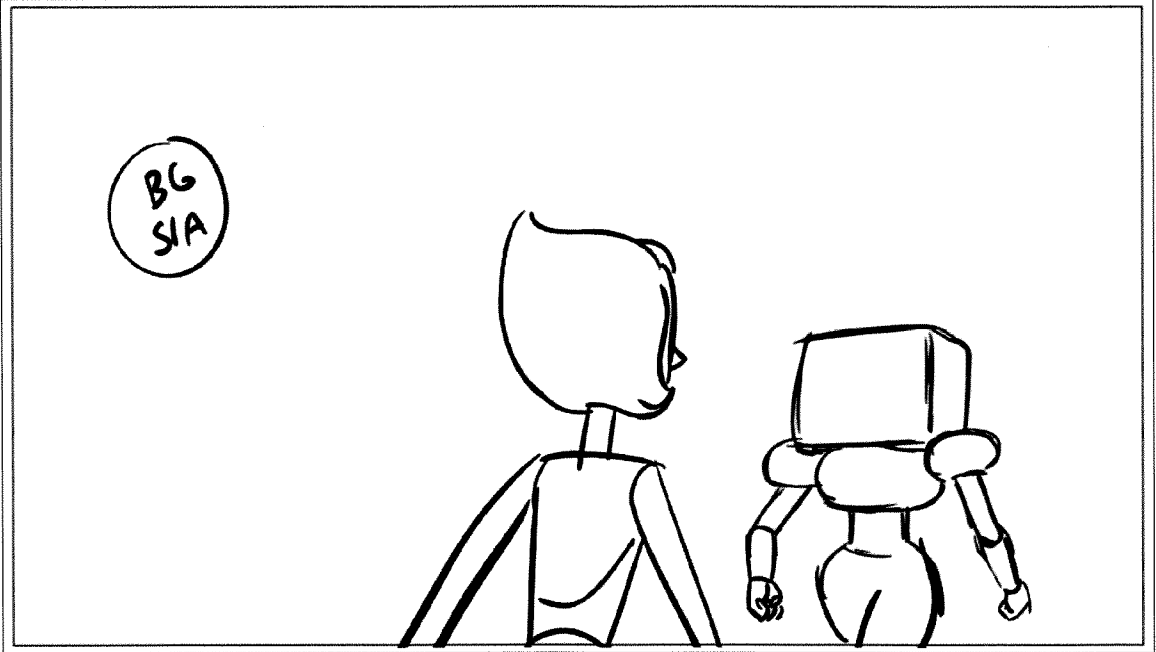
Action Notes

Pearl and Garnet turn to walk.

Slugging

Panels 4 + 5 = 0.10

Scene	Panel
10	5

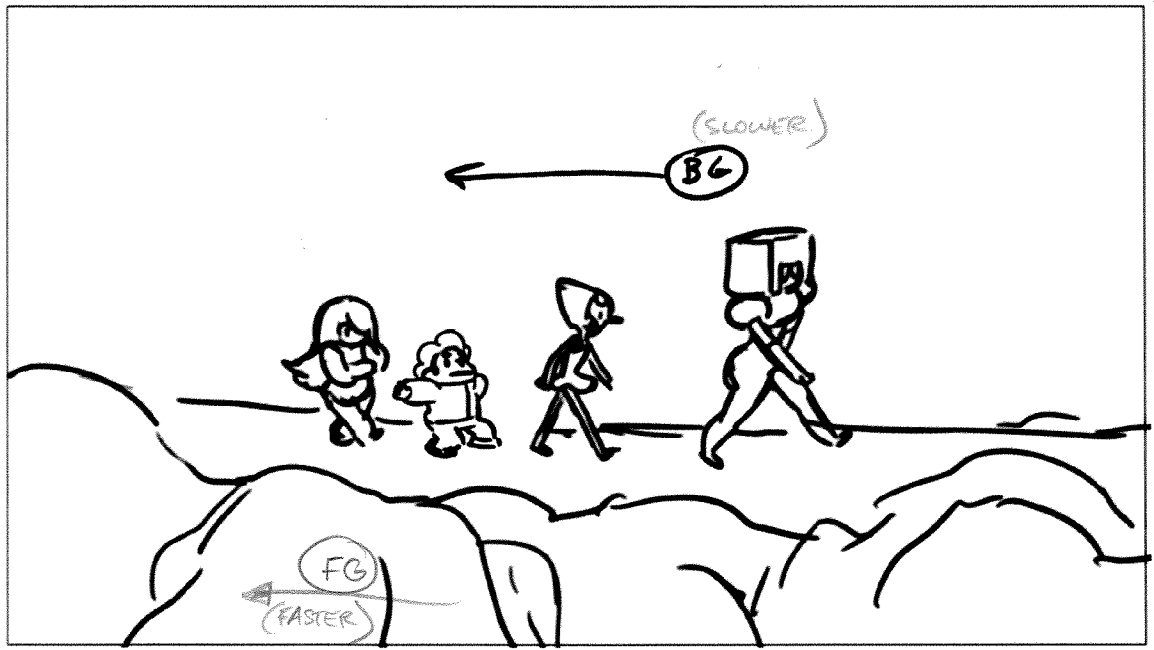


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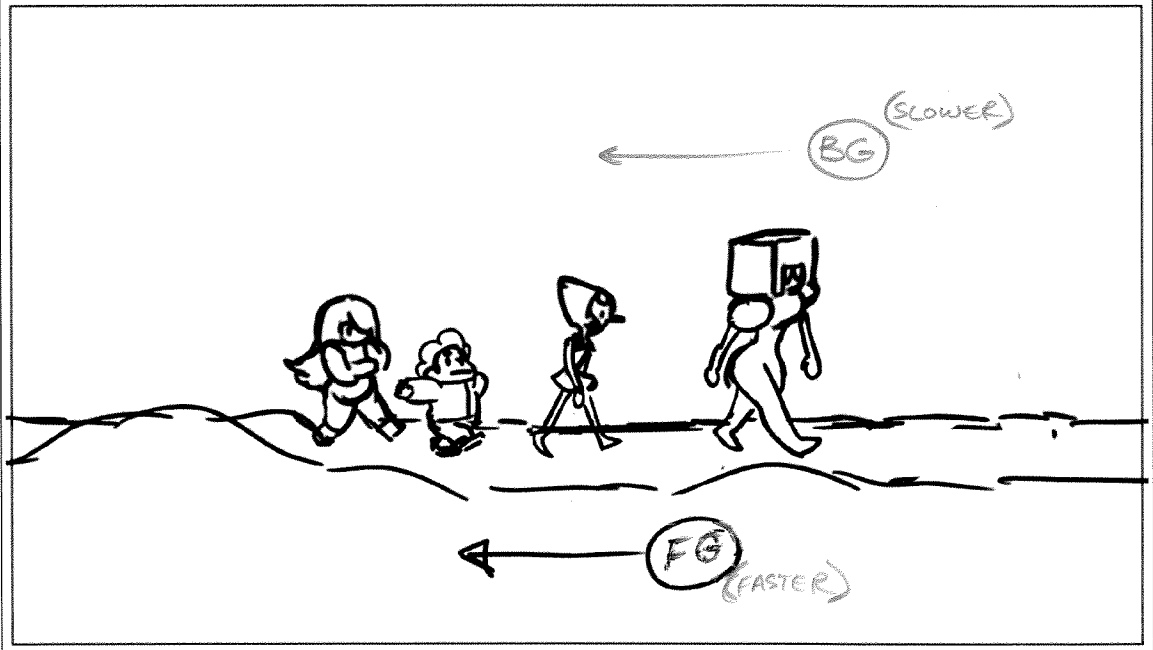
Scene	Panel
11	1



Action Notes
BG pan
cycle characters walk panels 1 and 2

Slugging
0.12

Scene	Panel
11	2



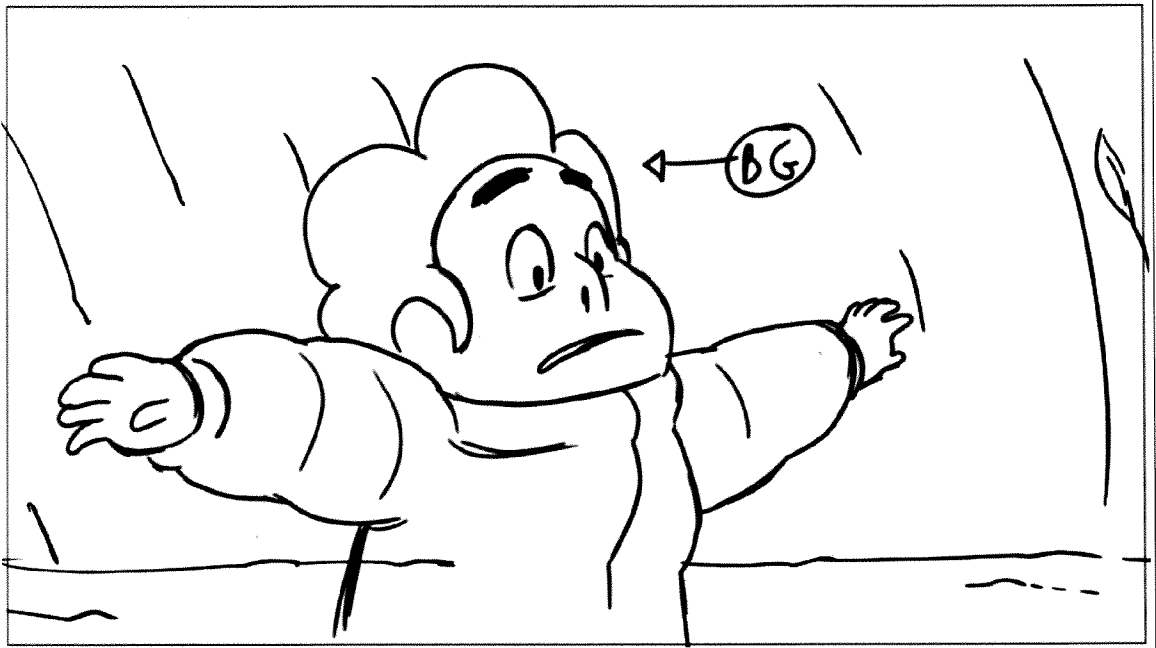
Action Notes
BG pan
cycle characters walk panels 1 and 2

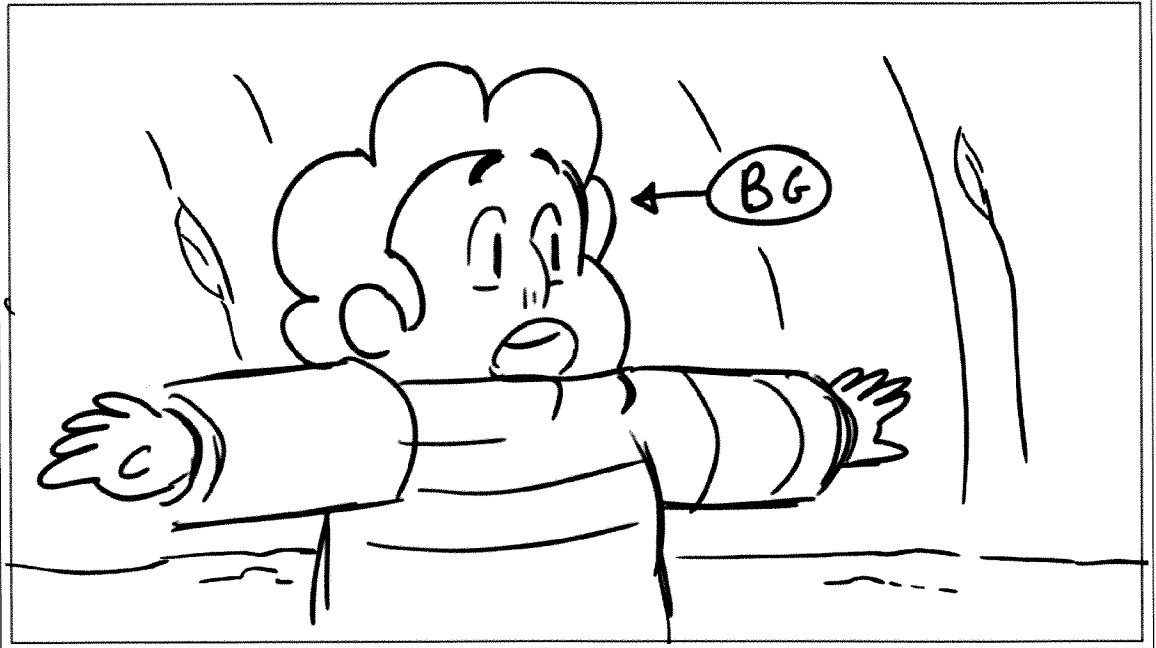
Slugging
1.12

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Scene 12	Panel 1
	
Dialog AMETHYST (off-screen): SWISH SWISH...	
Action Notes BG pan	
Slugging 2.02	

Scene 12	Panel 2
	
Dialog AMETHYST (off-screen): SWISH SWISH...	
Action Notes BG pan	
Slugging 0.13	

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1020.009

1020.009

Scene	Panel
12	<i>CONT</i> 3

Dialog

STEVEN: AMETHYST!

Action Notes

stop bg pan
adjust camera west

Slugging

ADJ: 0.06
Then HOLD: 1.03

Scene	Panel
12	<i>CONT</i> 4

Dialog

AMETHYST: SWISH SWISH...

Slugging

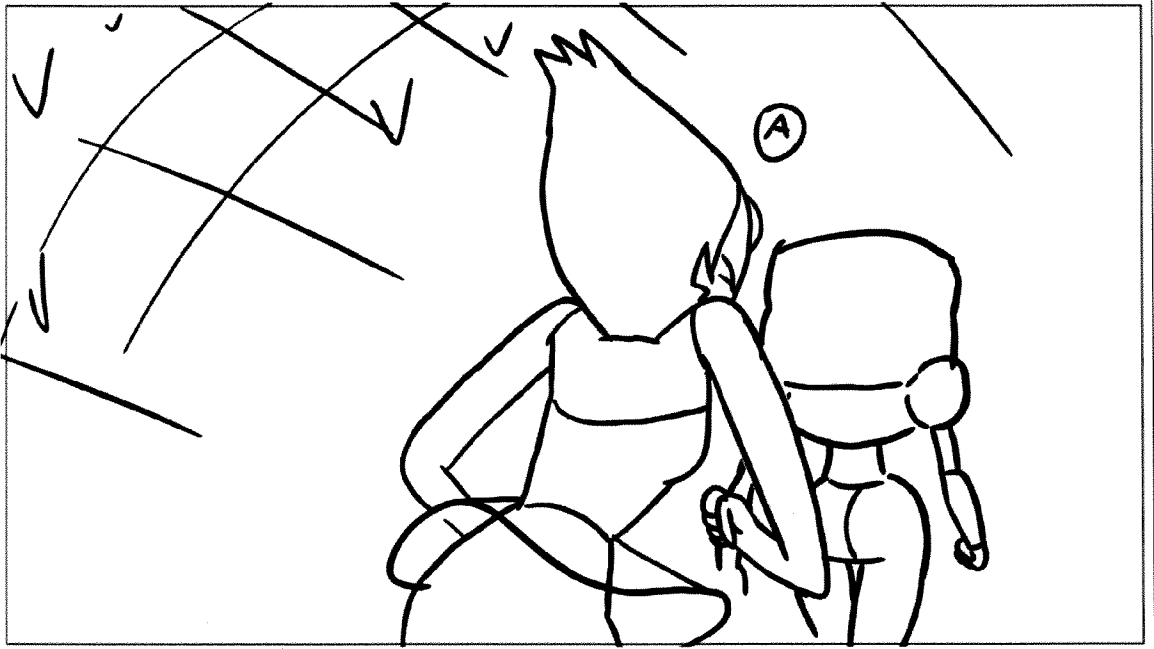
1.06

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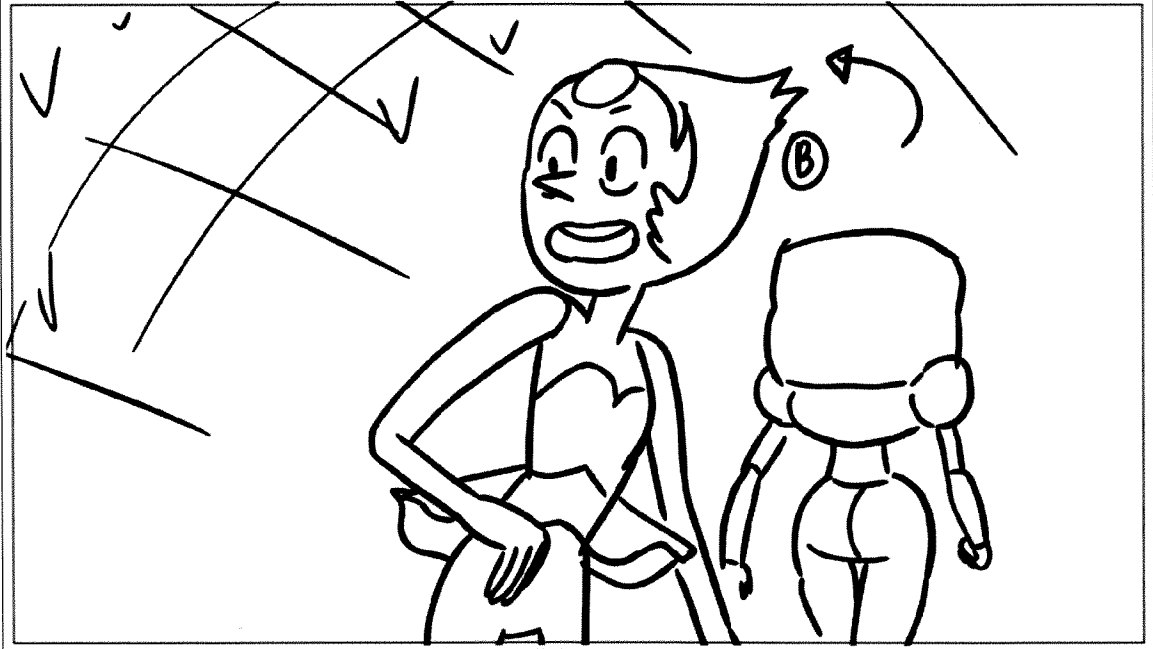
Scene	Panel
13	1



Slugging

0.06

Scene	Panel
13	2



Dialog

PEARL: STEVEN!

Action Notes

Pearl turn to Steven.

Slugging

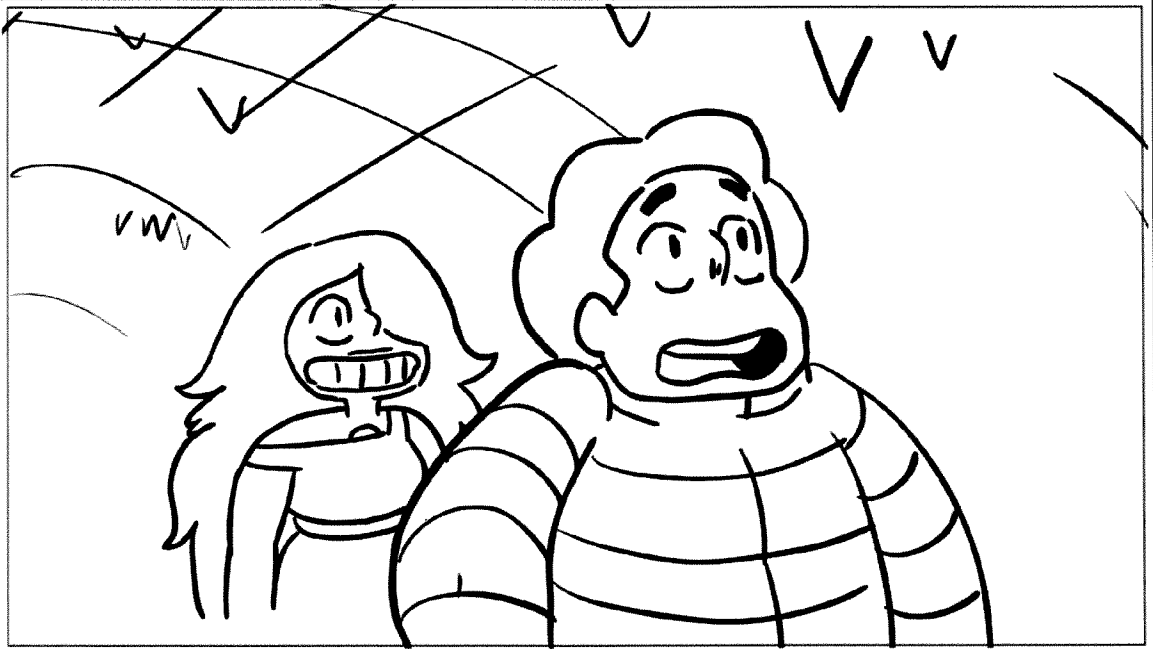
1.07

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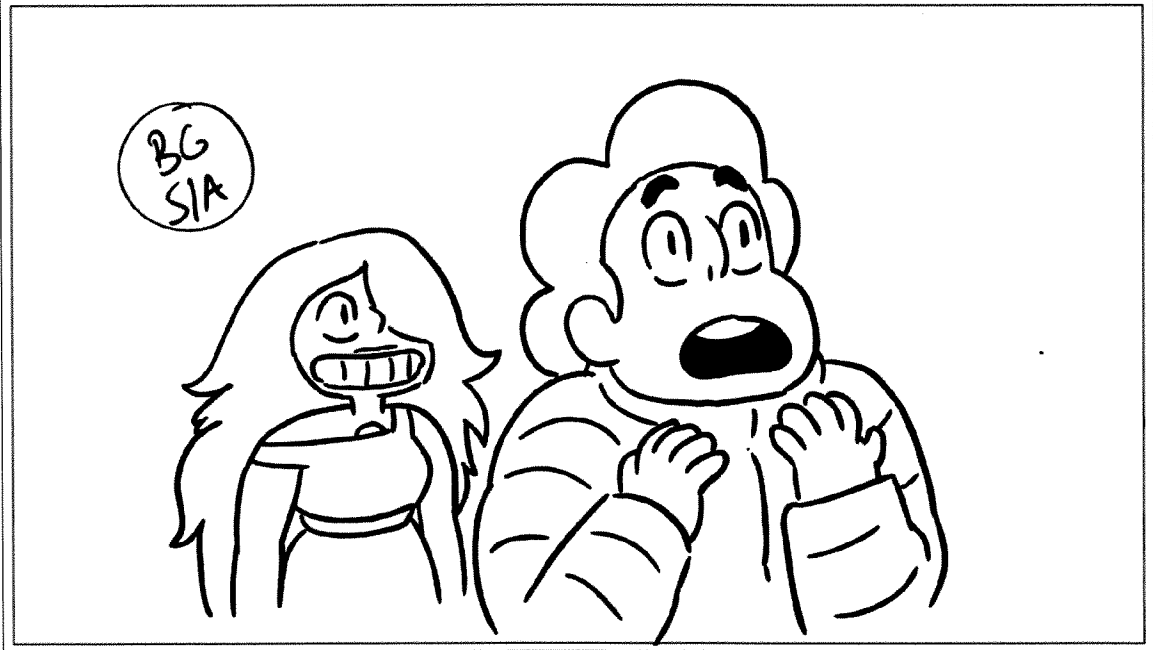
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Scene	Panel
14	1



Slugging
Panels 1 + 2 = 1.15

Scene	Panel
14 <i>cont</i>	2



Dialog
STEVEN: IT WASN'T ME!

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Scene	Panel
14	CONT 3

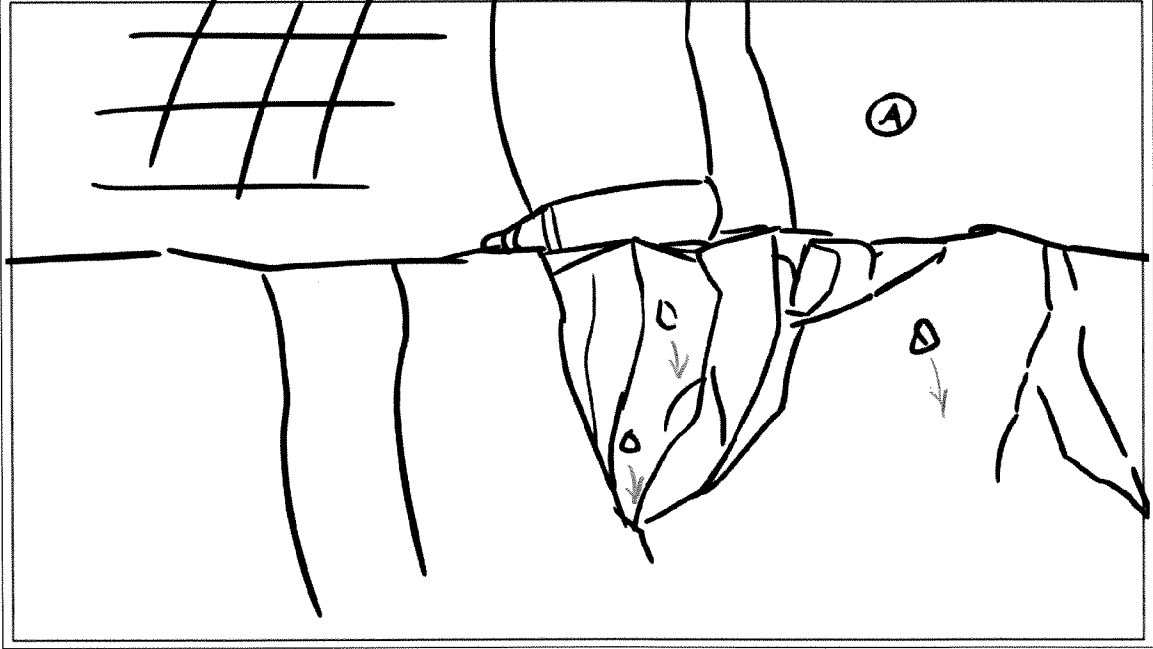


Dialog
STEVEN: AMETHYST YOU'RE MAKING ME...

Action Notes
Steven turns around

Slugging
2.00

Scene	Panel
15	1



Dialog
STEVEN: ...LOOK... THREE TINY ROCK PIECES FALL

Action Notes
Rock breaks under Steven

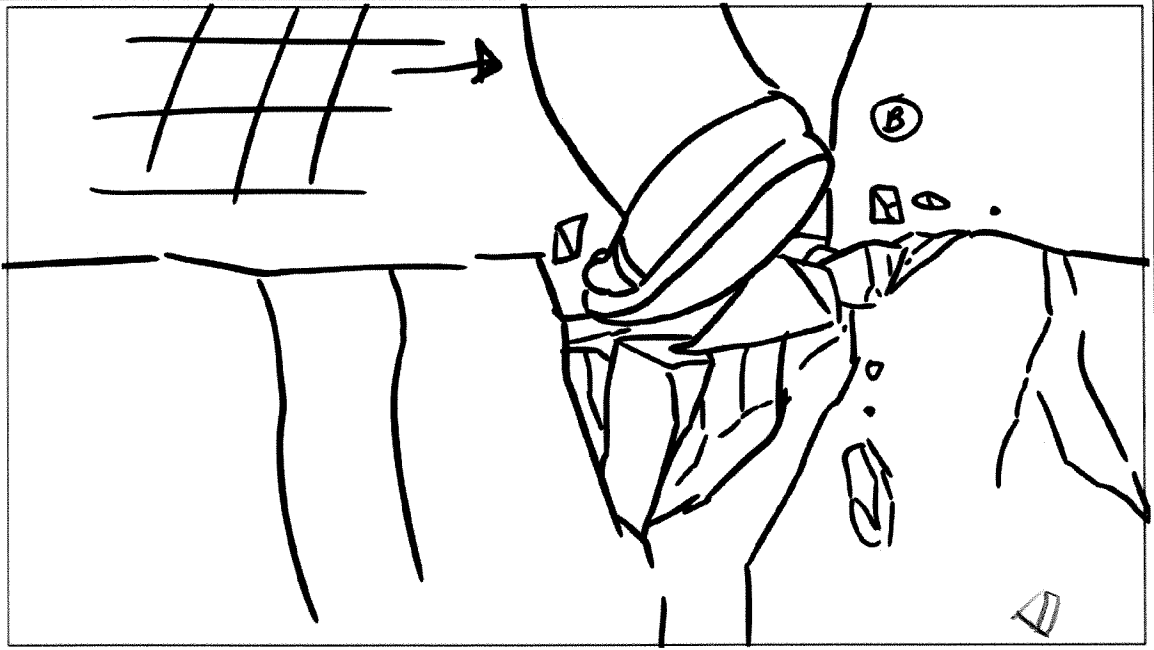
Slugging
0.06

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Scene	Panel
15	CONT 2



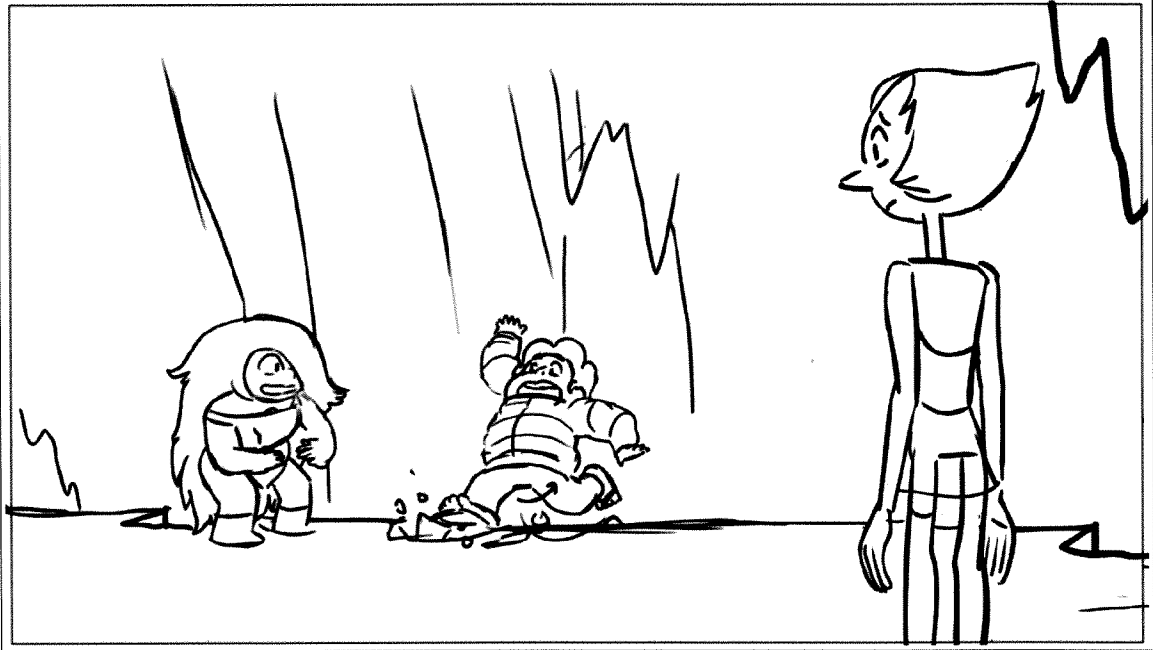
Dialog

STEVEN: ...BAAAAAAAAA---

Slugging

0.15

Scene	Panel
16	1



Dialog

STEVEN: AHHHHH!

Action Notes

Steven tries to regain balance.

Slugging

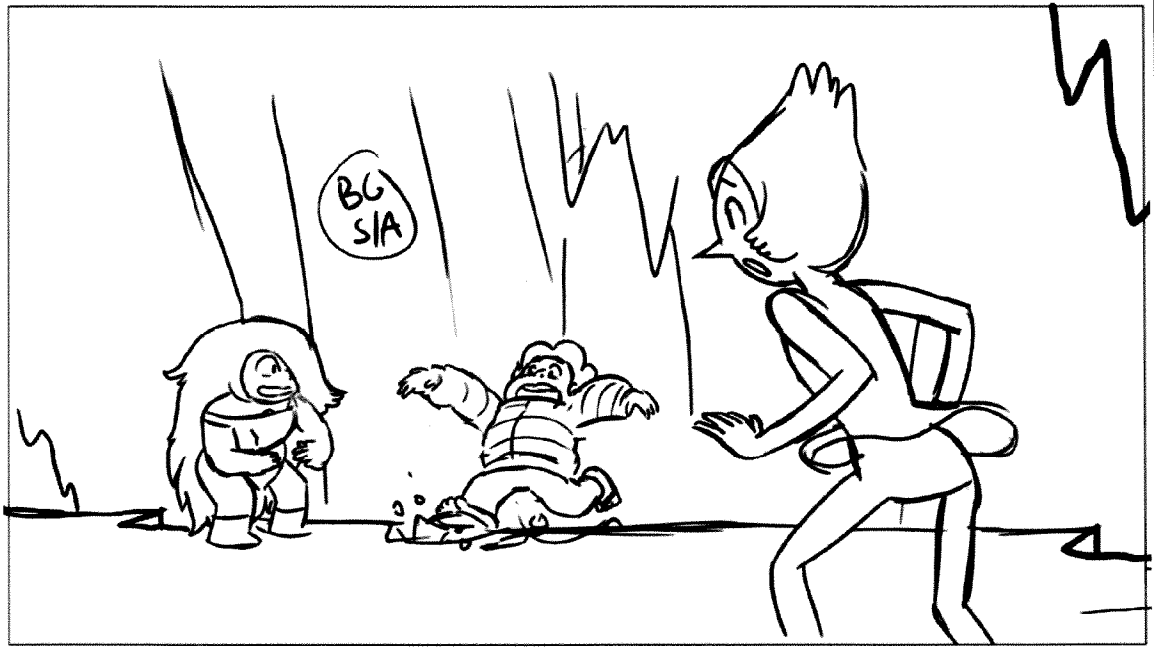
1 to 3 = 1.01

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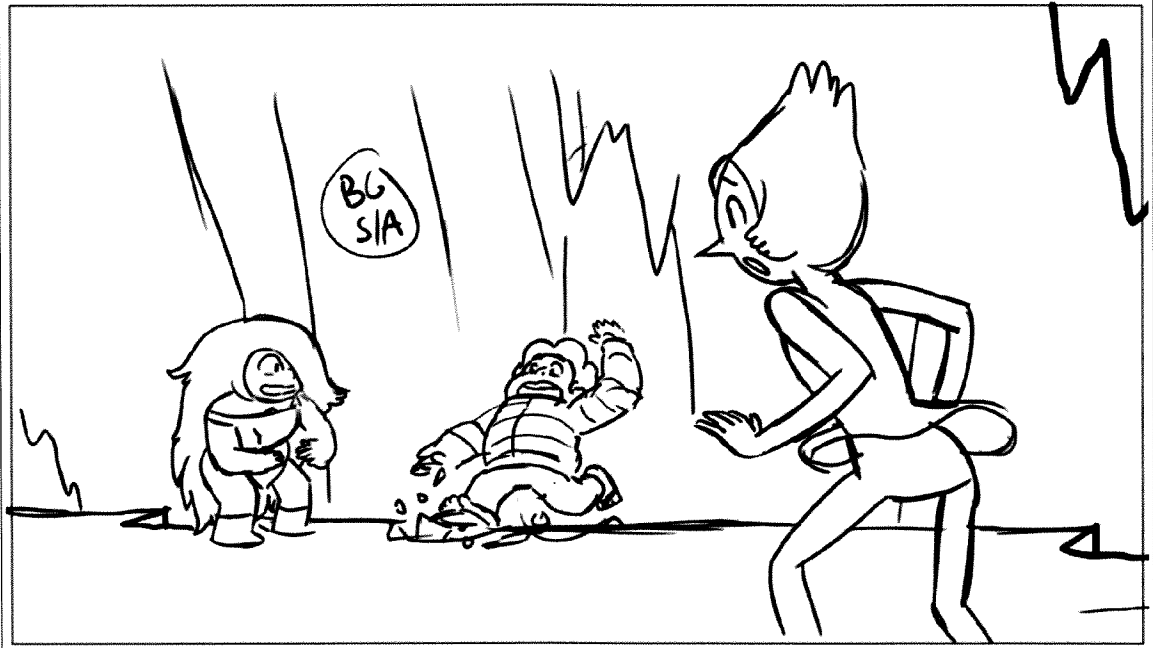
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Scene 16 Panel 2



Dialog
STEVEN: AHHHHH!

Scene 16 Panel 3



Dialog
STEVEN: AHHHHH!

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Scene	Panel
16	CONT 4

Dialog

PEARL: STEVEN!

STEVEN: AHHHHH!

Slugging

4 to 6 = 2.03

Scene	Panel
16	CONT 5

Dialog

PEARL: STEVEN!

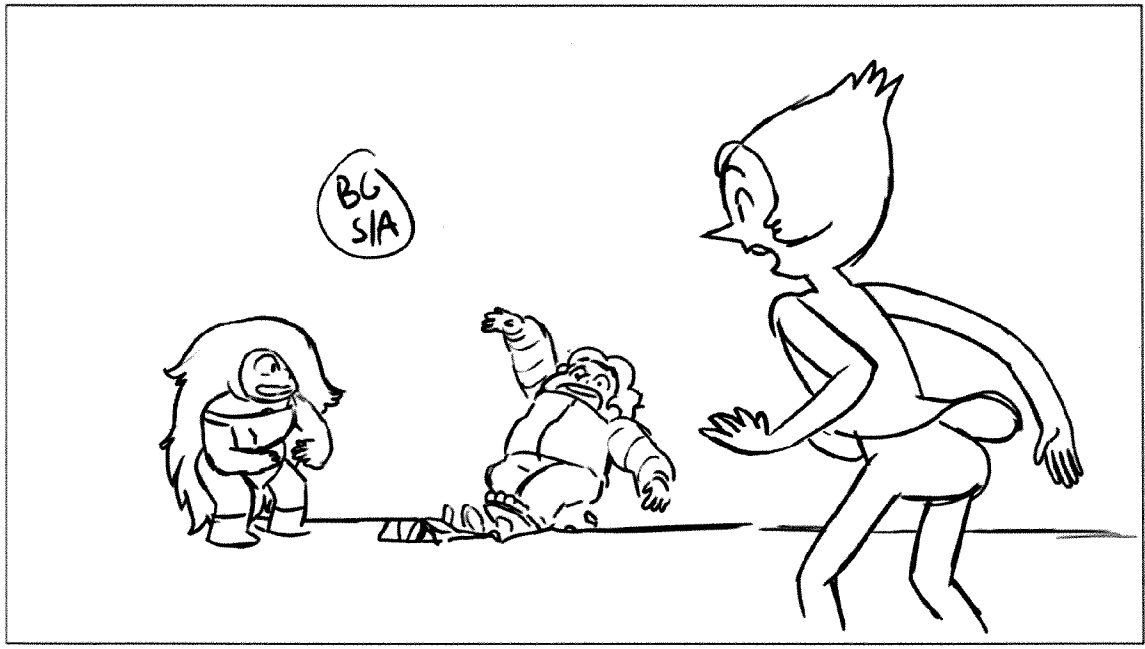
STEVEN: AHHHHH!

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1020.009

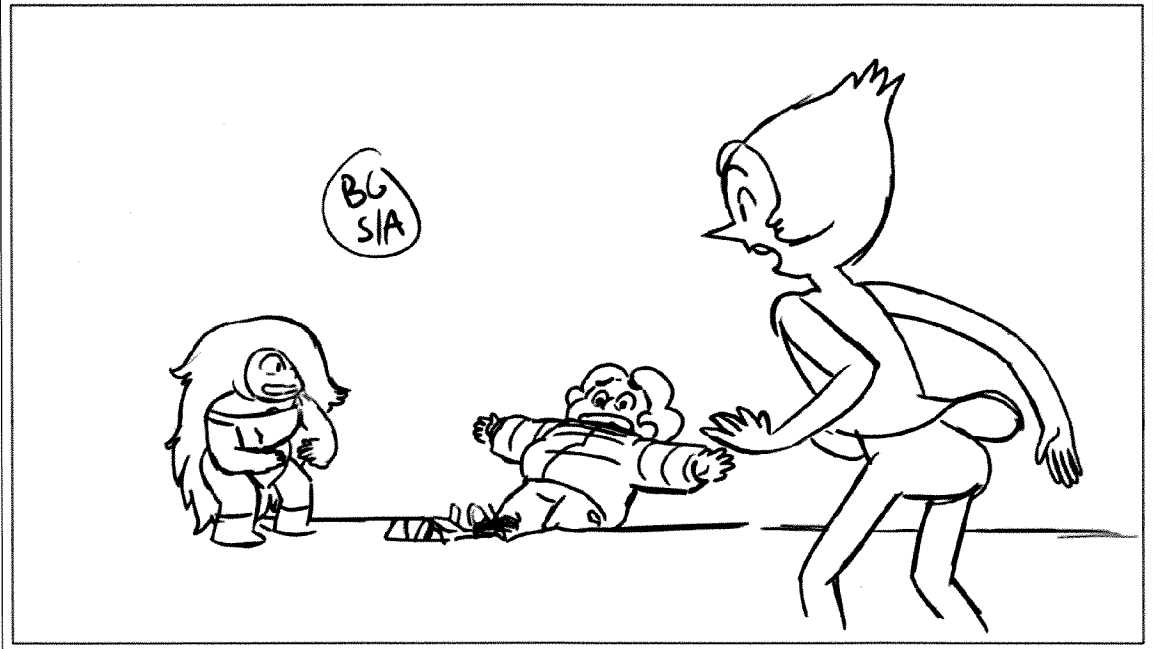
Scene	Panel
16	CONT
6	



Dialog
PEARL: STEVEN!

STEVEN: AHHHHH!

Scene	Panel
16	CONT
7	

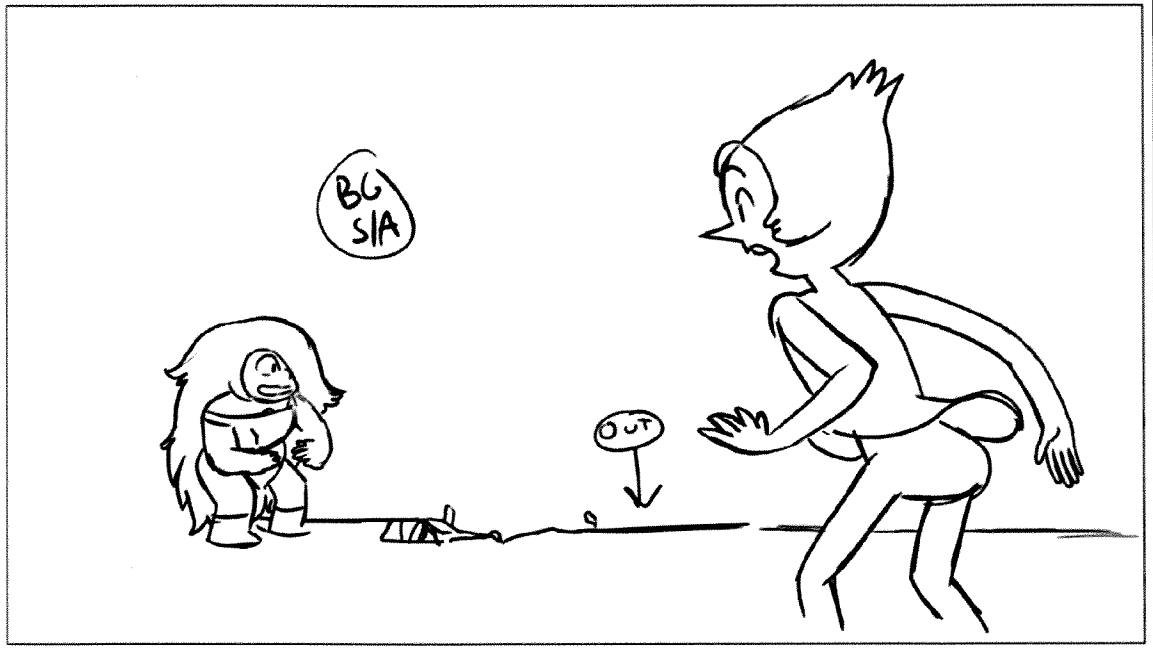


Dialog
STEVEN: STEALTH!

Slugging
0.15

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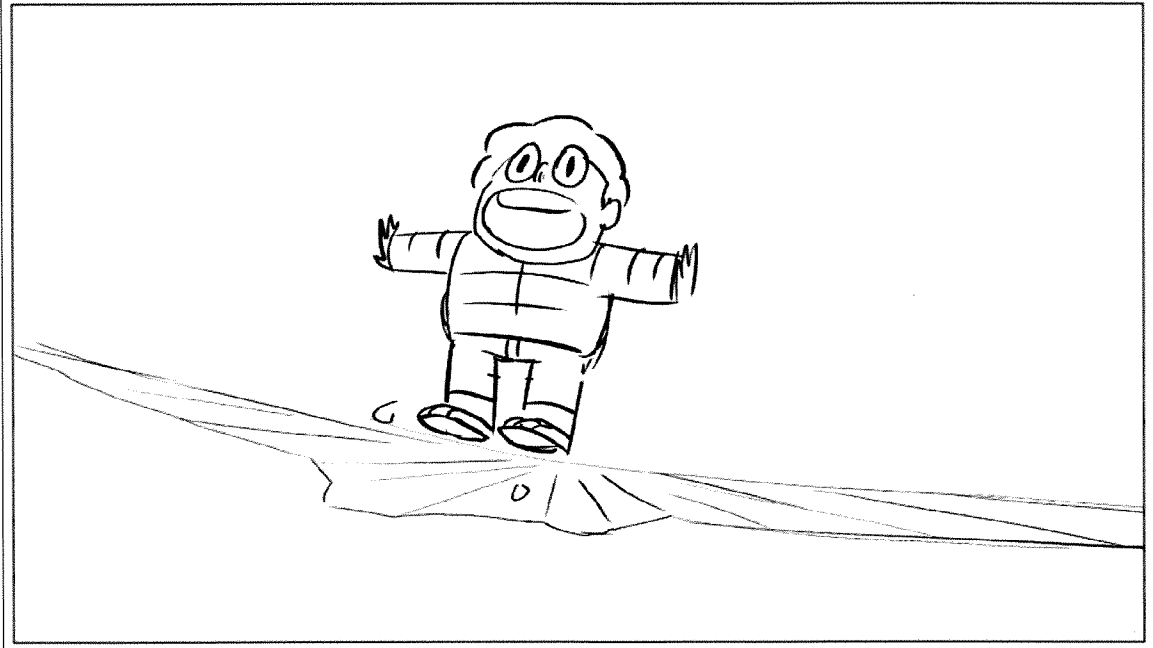
Scene	Panel
16	CONT 8



Action Notes
Steven o.s.

Slugging
0.08

Scene	Panel
17	1



Dialog
STEVEN: (*FALLING) AAAAH!

Action Notes
Steven falls down pit.

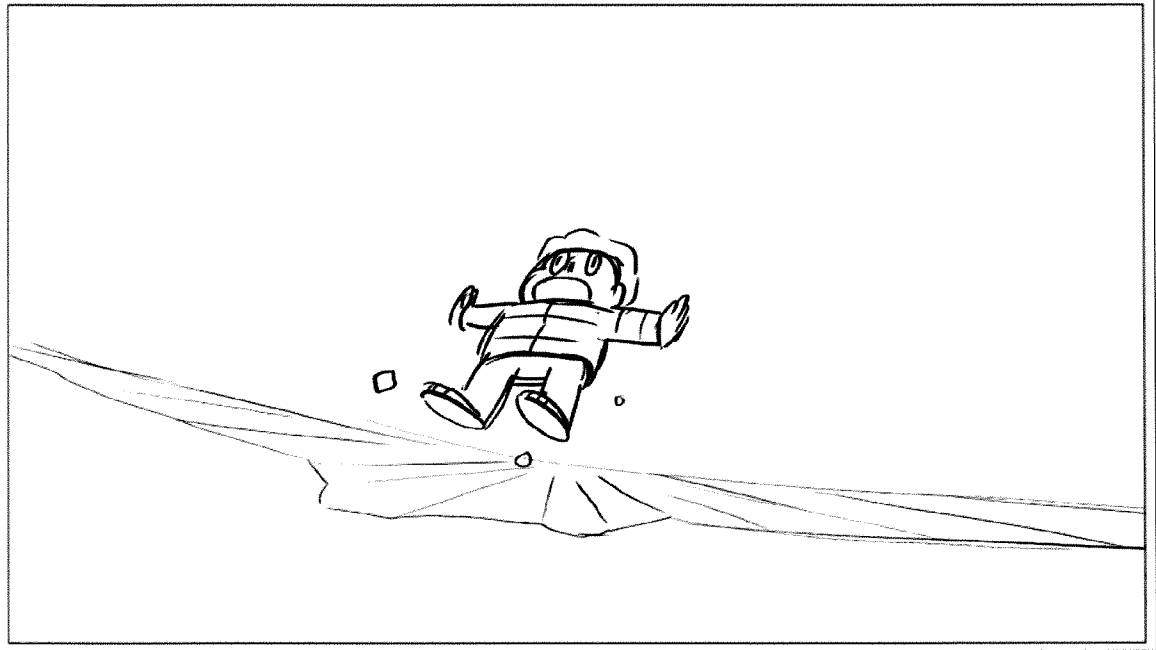
Slugging
0.04

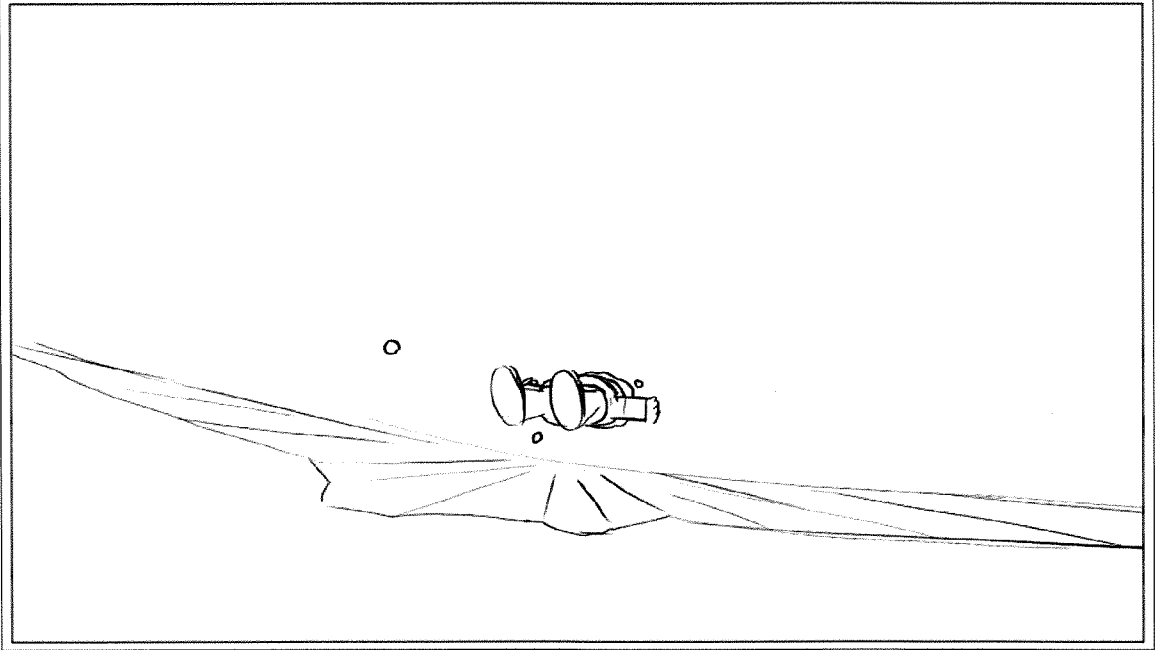
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1020.009

1020.009

Scene	Panel
17	cont 2
	
Dialog STEVEN: (*FALLING) AAAAH!	
Slugging 0.05	

Scene	Panel
17	cont 3
	
Dialog STEVEN: (*FALLING) AAAAH!	
Slugging 0.10	

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1020.009

1020.009

Scene	Panel
18	1

Slugging

0.10

Scene	Panel
18	2

Action Notes

Steven hits rock as he falls.

Slugging

0.04

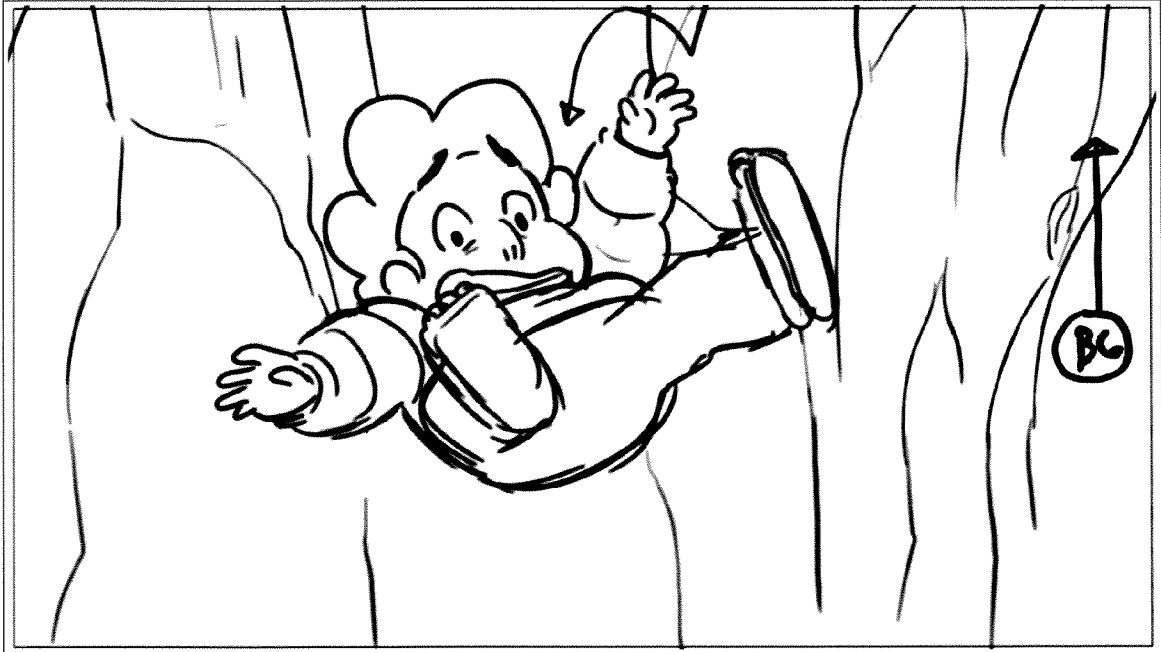
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1020.009

1020.009

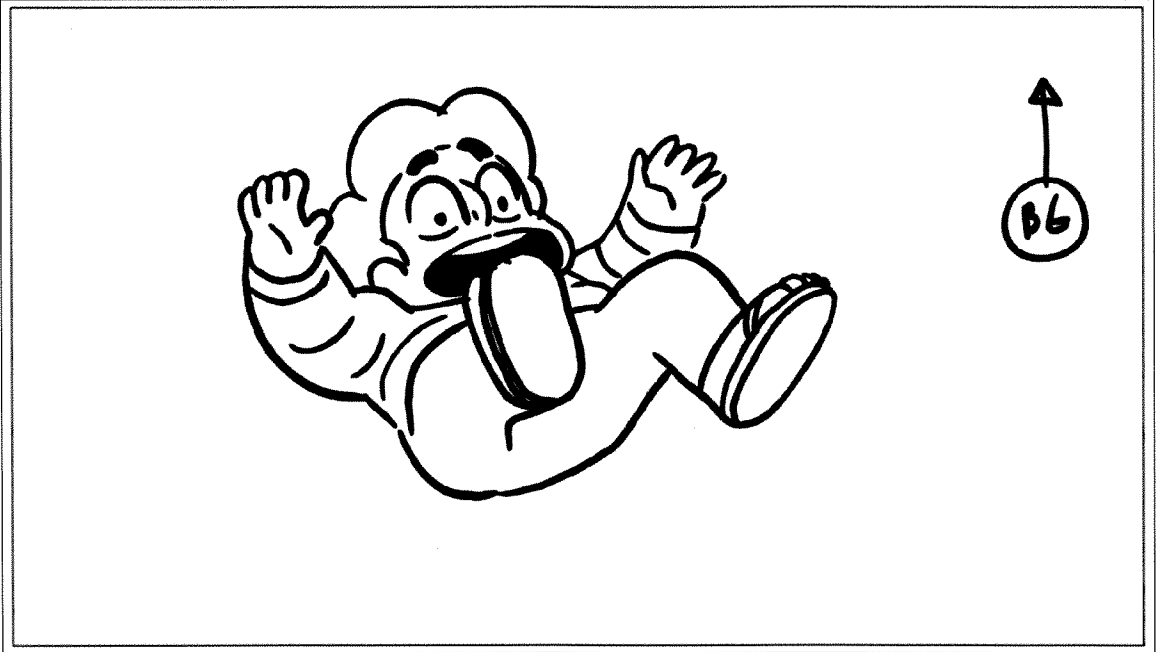
Scene	18	Panel	cont	3
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Action Notes
BG pan

Slugging
0.05

Scene	18	Panel	cont	4
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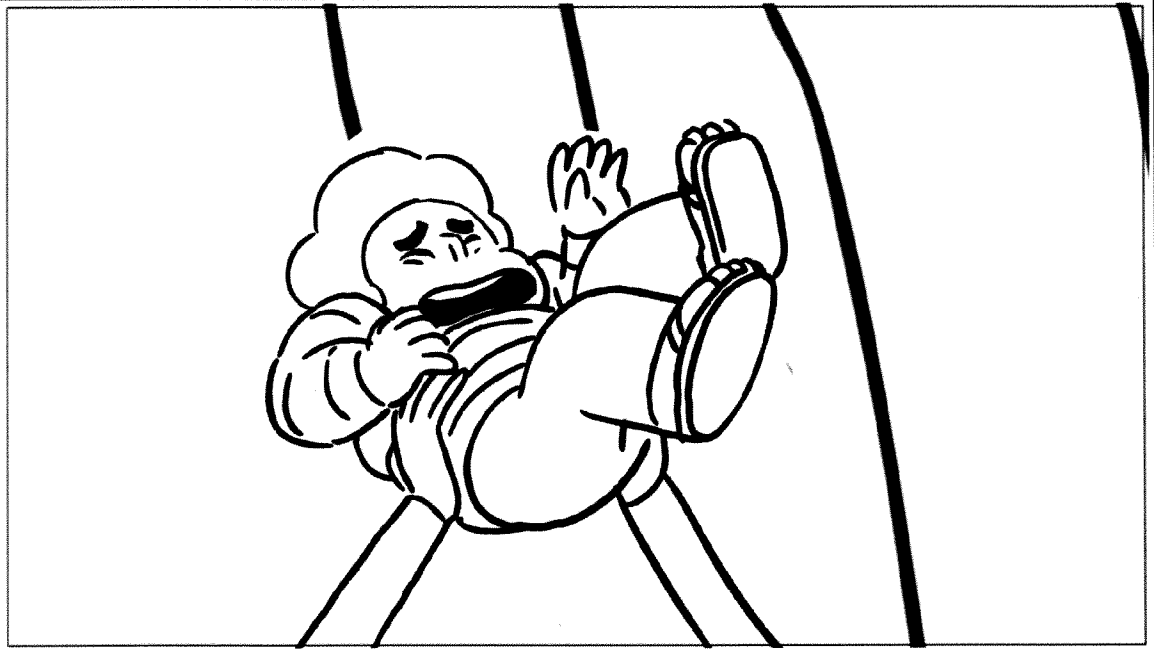
Dialog
STEVEN: (*FALLING) AAAAH!

Action Notes
BG pan

Slugging
0.09

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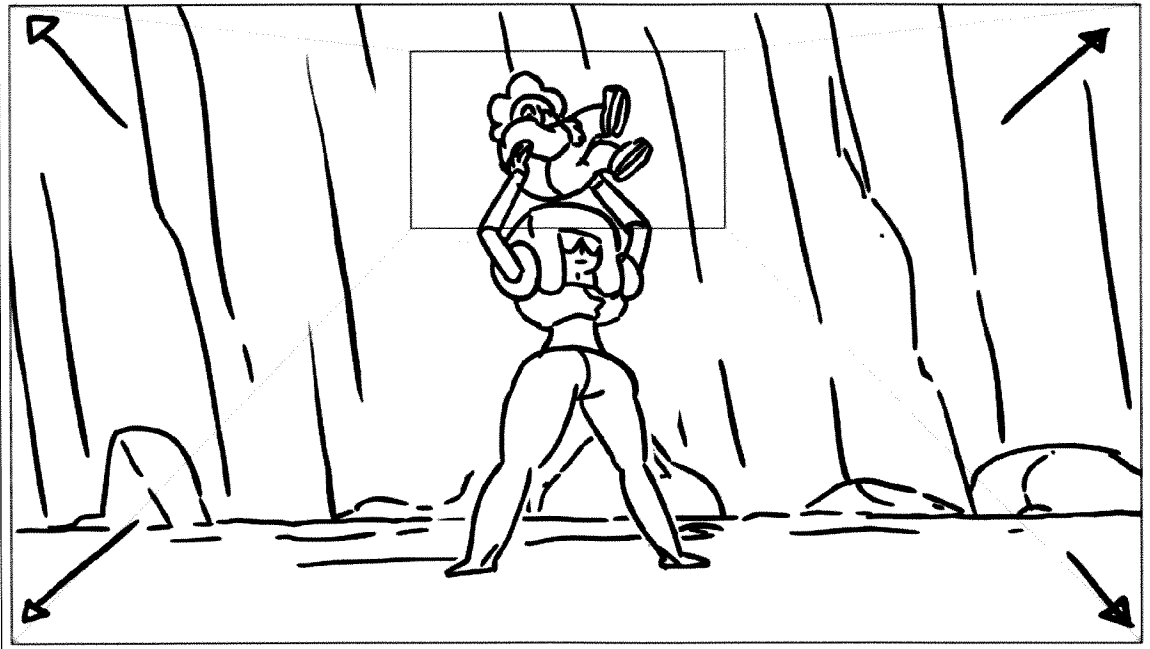
Scene 18 Panel 5



Action Notes
Steven is caught by Garnet.
stop bg pan

Slugging
0.13

Scene 18 Panel 6



Dialog
STEVEN: HOW'D YOU DO THAT??

Action Notes
widen for Garnet

Slugging
ADJ: 0.10
Then HOLD: 2.14

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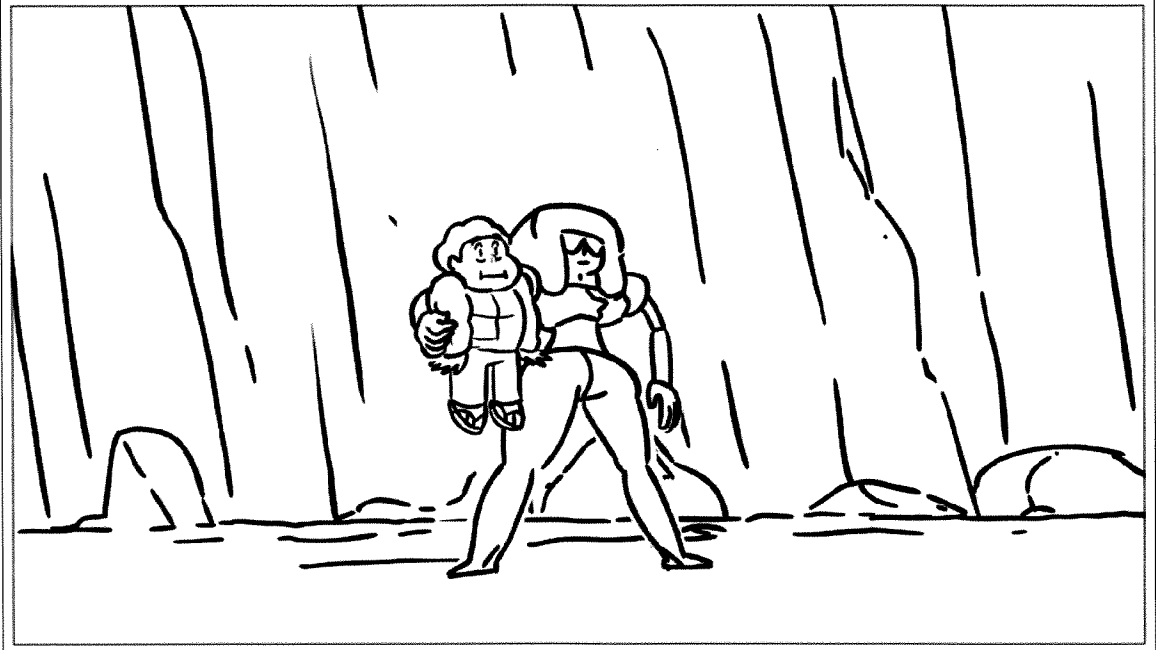
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Scene	Panel
18	CONT 7



Slugging
0.05

Scene	Panel
18	CONT 8



Slugging
1.03

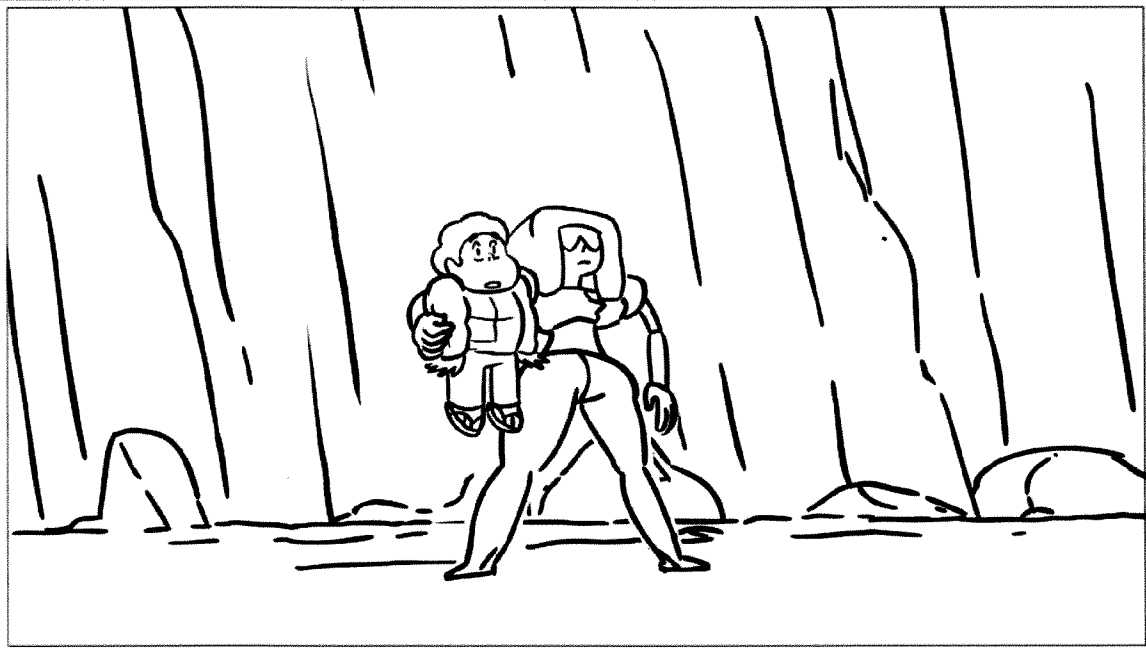
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Scene	Panel
18	CONT 9



Slugging
1.02

Scene	Panel
19	1



Slugging
0.06

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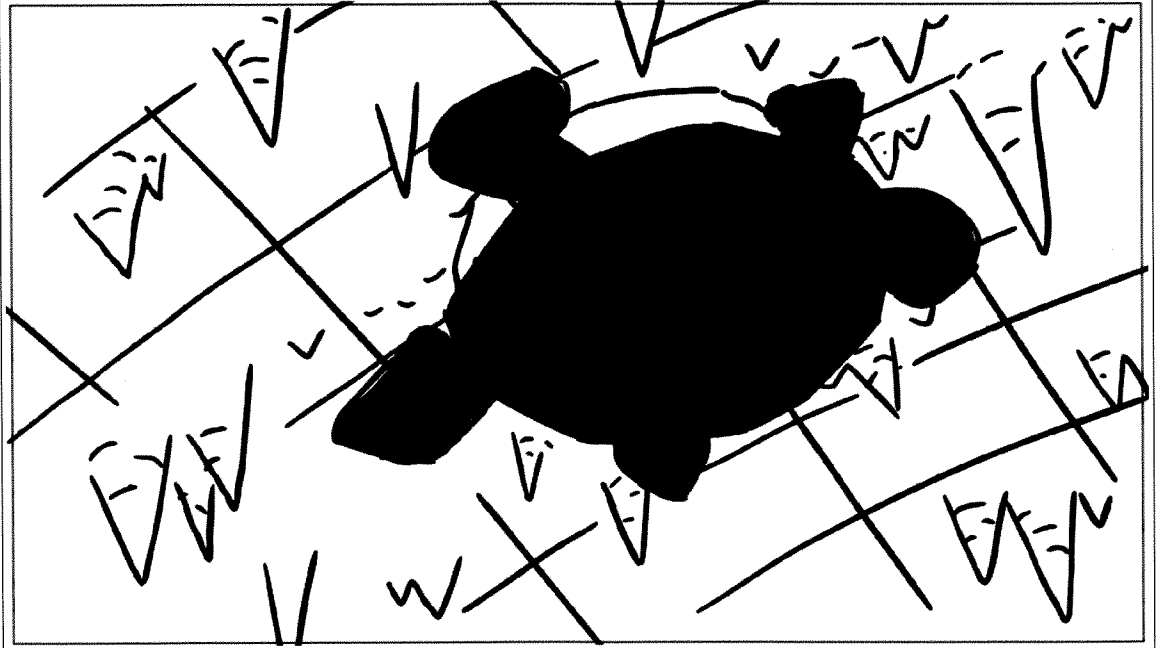
Scene	Panel
19	CONT
2	



Action Notes
monster emerges from hole

Slugging
0.13

Scene	Panel
19	CONT
3	



Slugging
0.08

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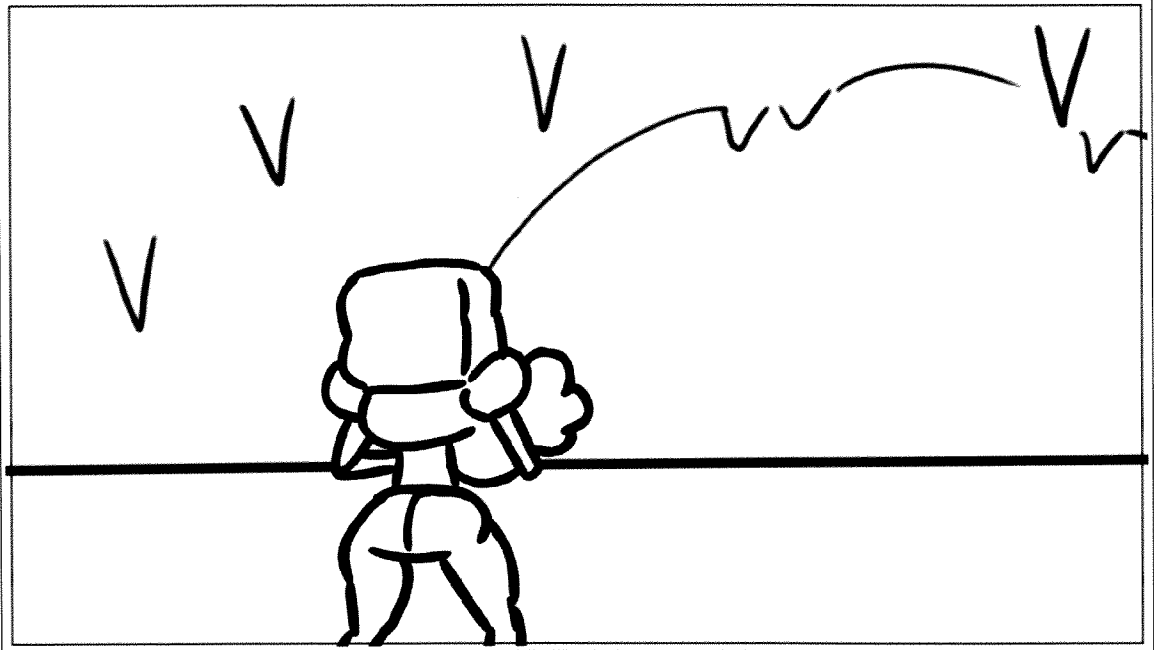
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Scene	Panel
19	CONT 4



Slugging
0.07

Scene	Panel
20	1



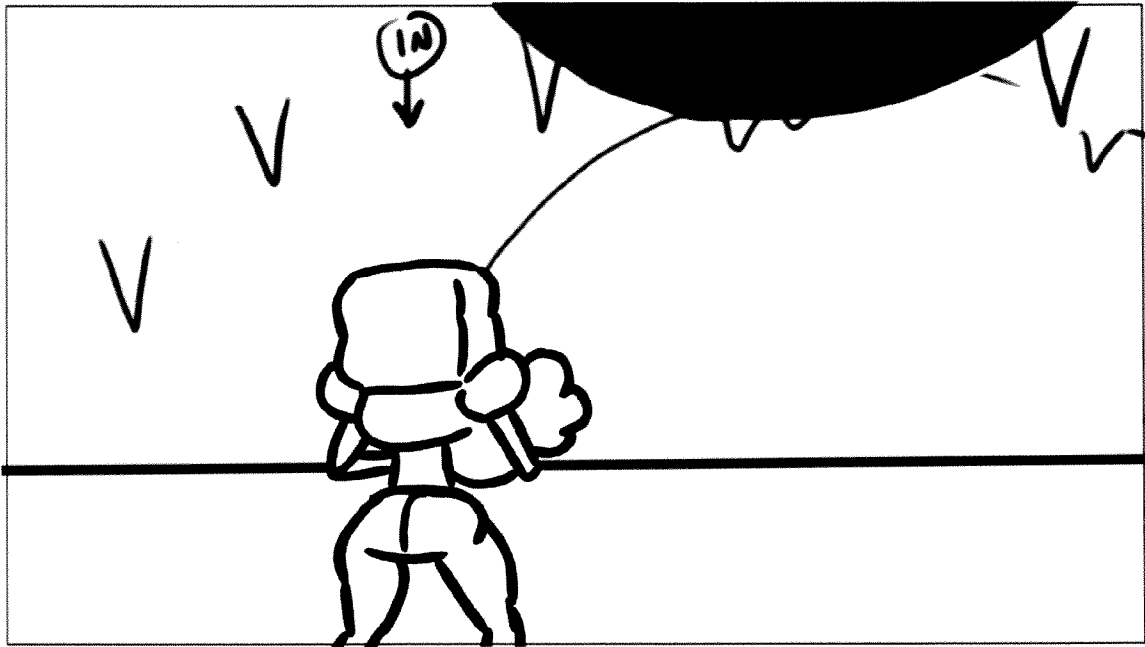
Slugging
0.04

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1020.009

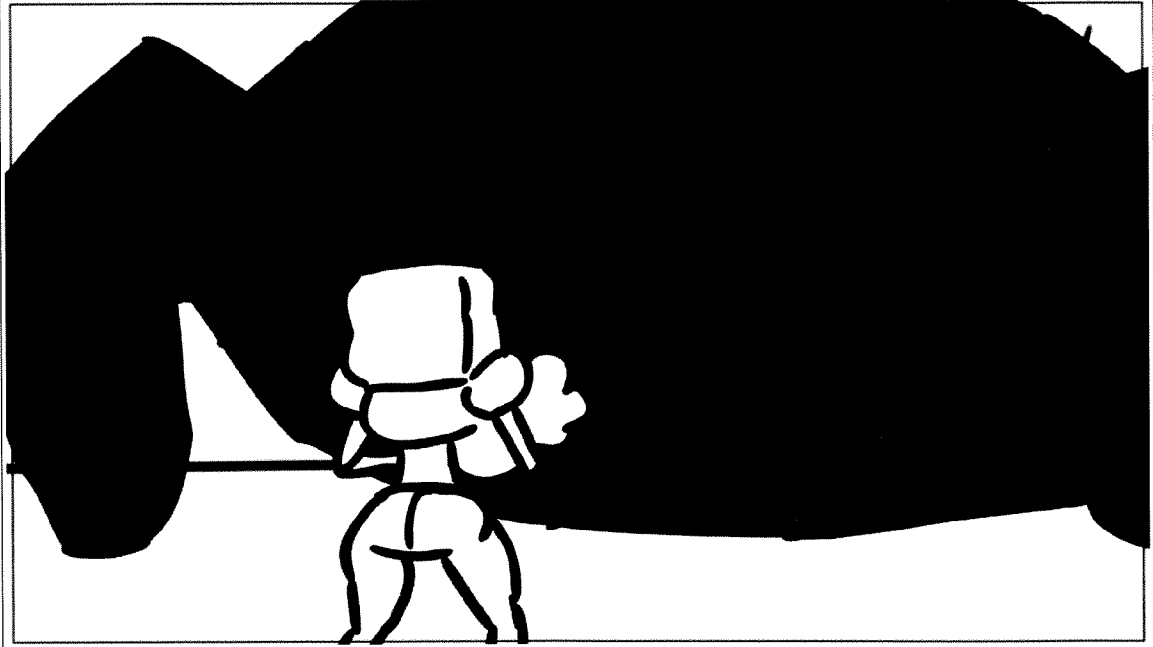
Scene 20 Panel 2
CONT



Action Notes
monster into scene

Slugging
0.04

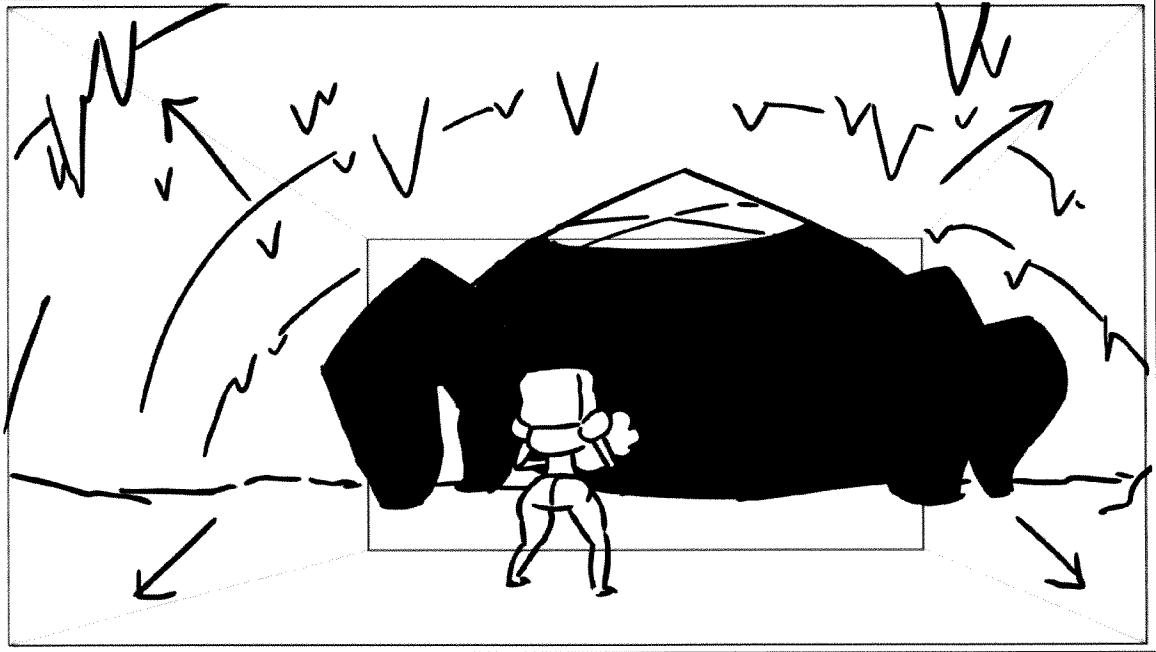
Scene 20 Panel 3
CONT



Action Notes
camera shake

Slugging
1.03
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Scene	Panel
20	cont
4	



Action Notes

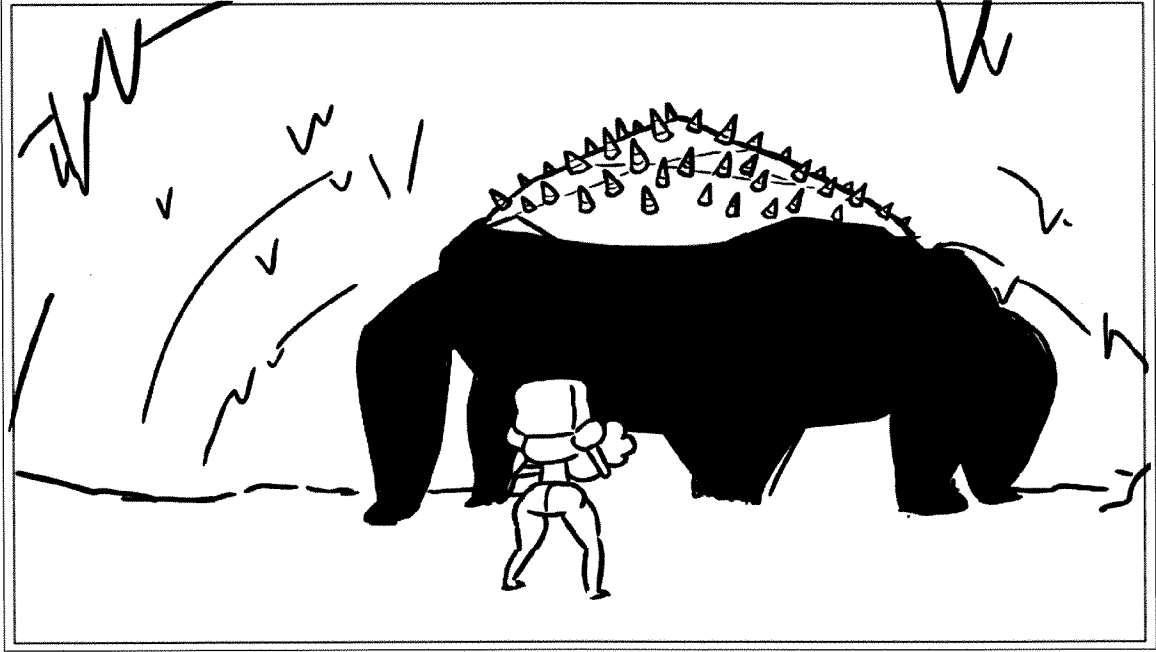
zoom out

Slugging

ADJ: 0.05

Then HOLD: 0.14

Scene	Panel
20	cont
5	



Action Notes

slam zoom out

camera shake

Slugging

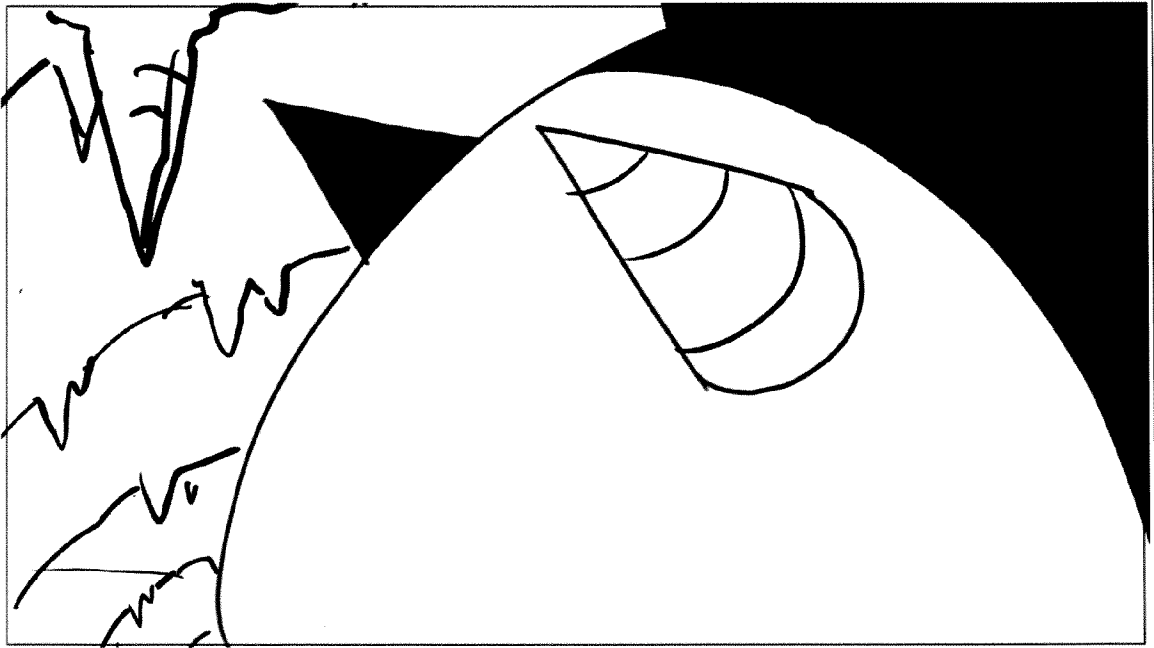
1.12

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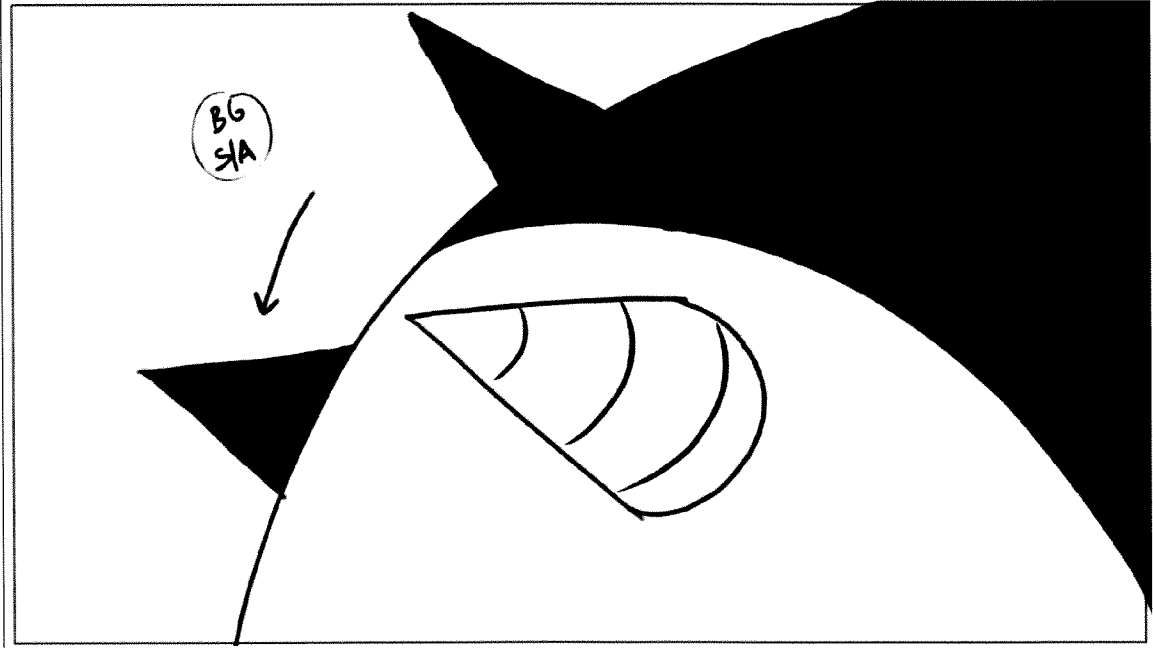
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Scene	Panel
21	1



Slugging
0.06

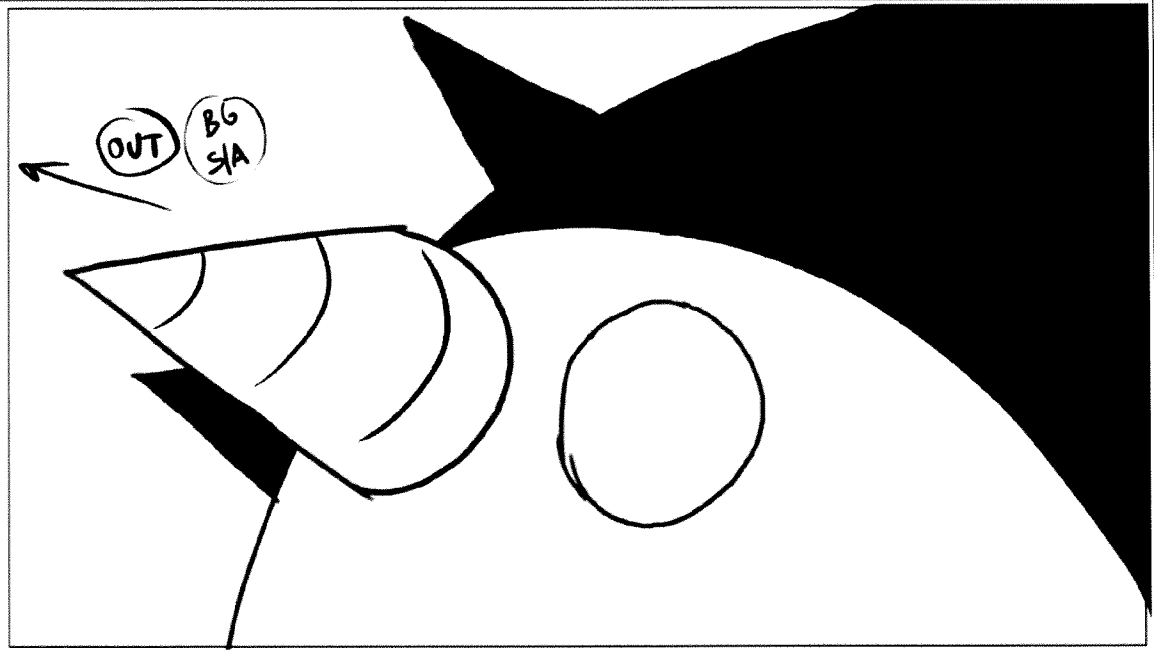
Scene	Panel
21	2



Slugging
1.02

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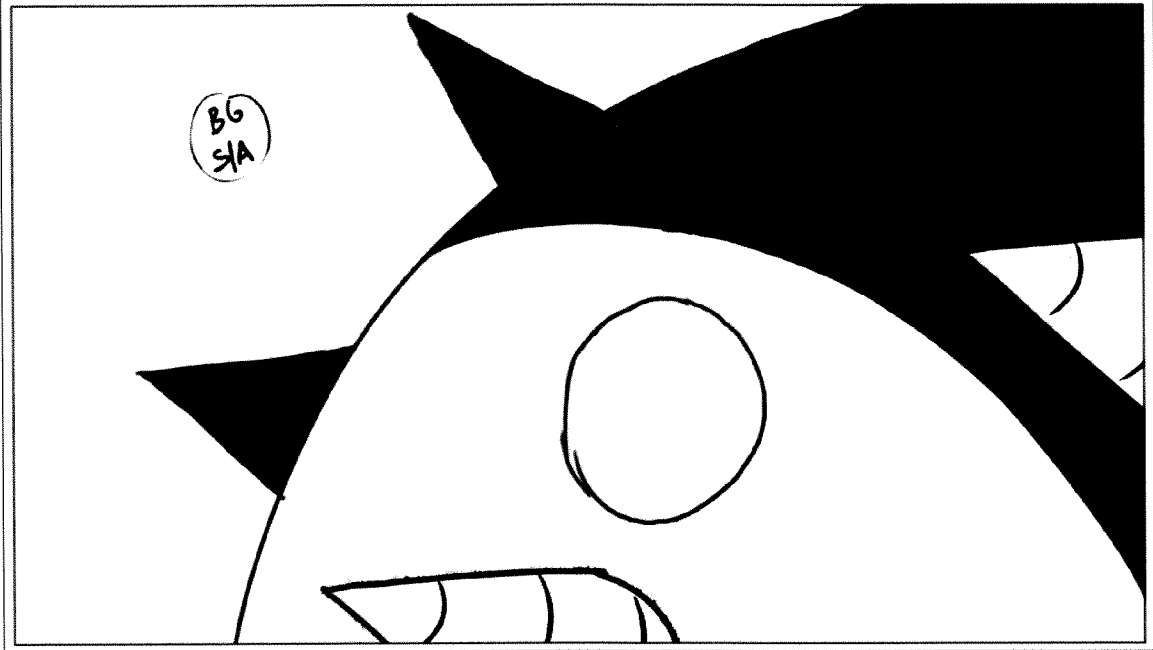
Scene	Panel
21	cont 3



Action Notes
Monster shoots spikes go o.s.

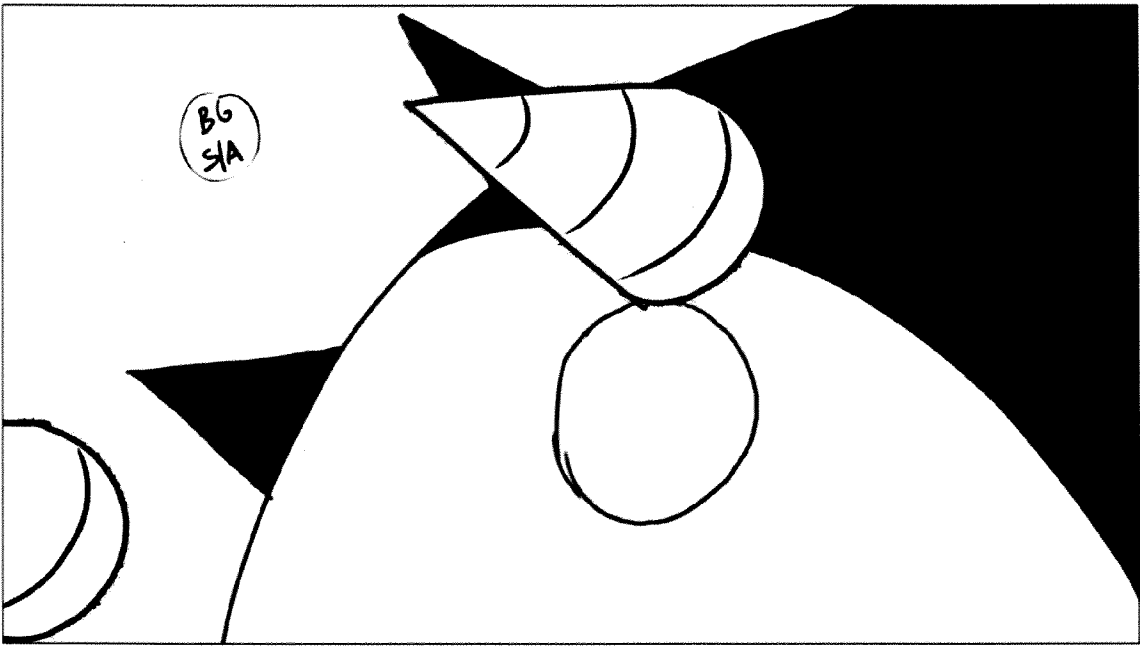
Slugging
0.02

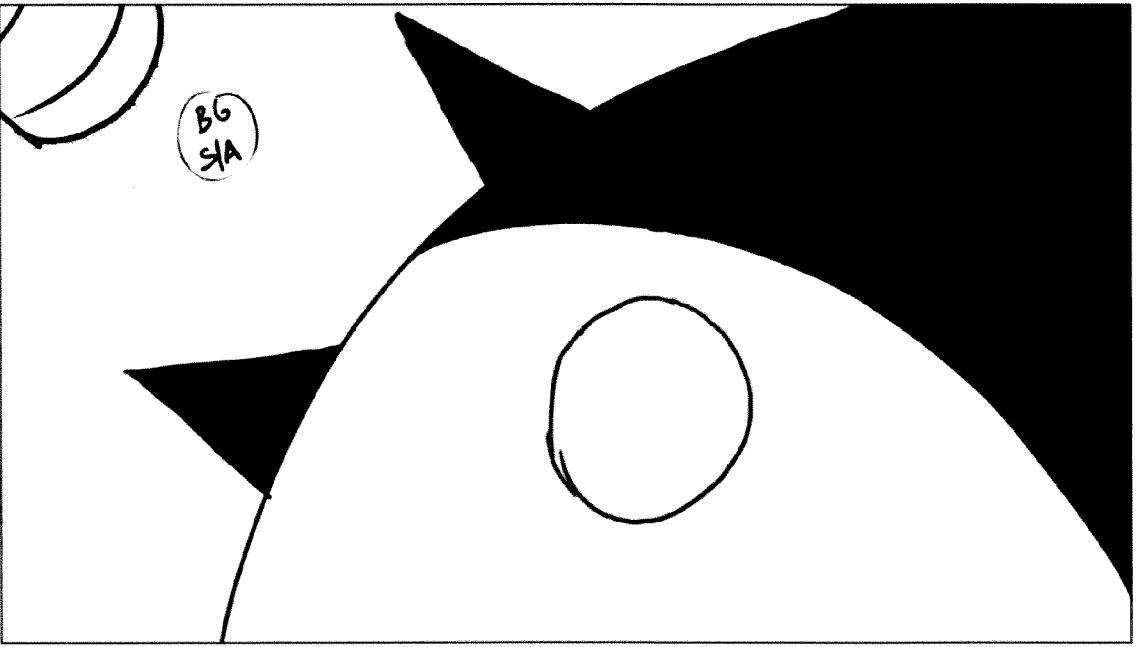
Scene	Panel
21	cont 4



Slugging
0.02

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Scene	Panel
21	cont
5	
	
<p>Action Notes</p> <p>spikes go o.s.</p>	
<p>Slugging</p> <p>0.02</p>	

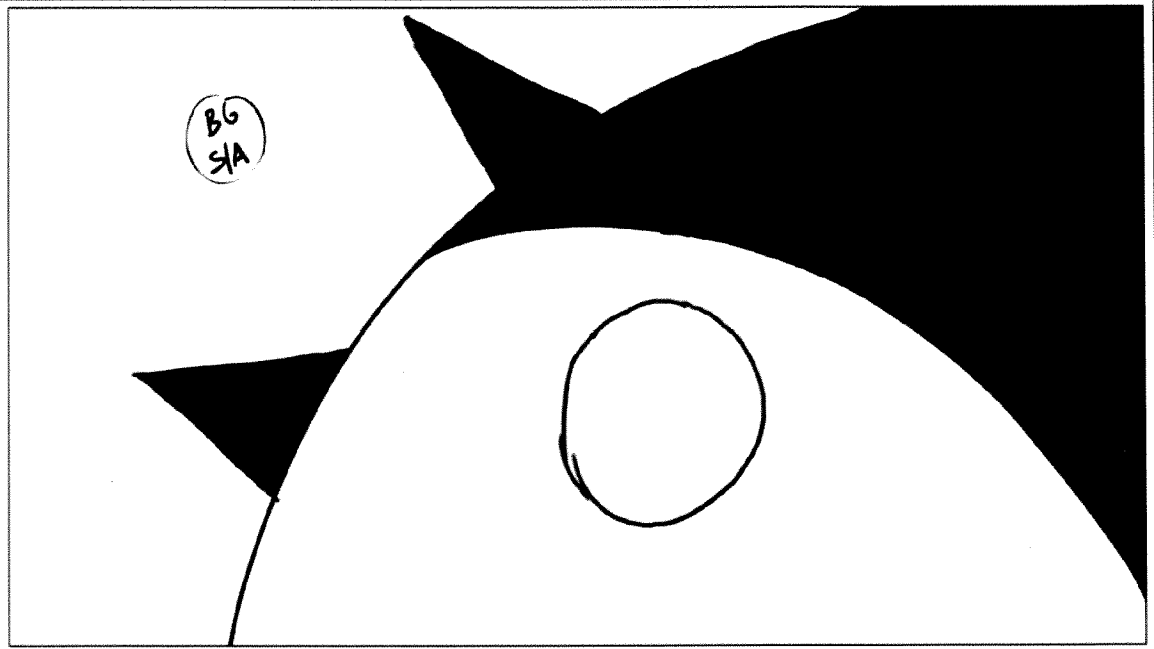
Scene	Panel
21	cont
6	
	
<p>Action Notes</p> <p>spikes go o.s.</p>	
<p>Slugging</p> <p>0.02</p> <p>JUN 17 2015</p>	

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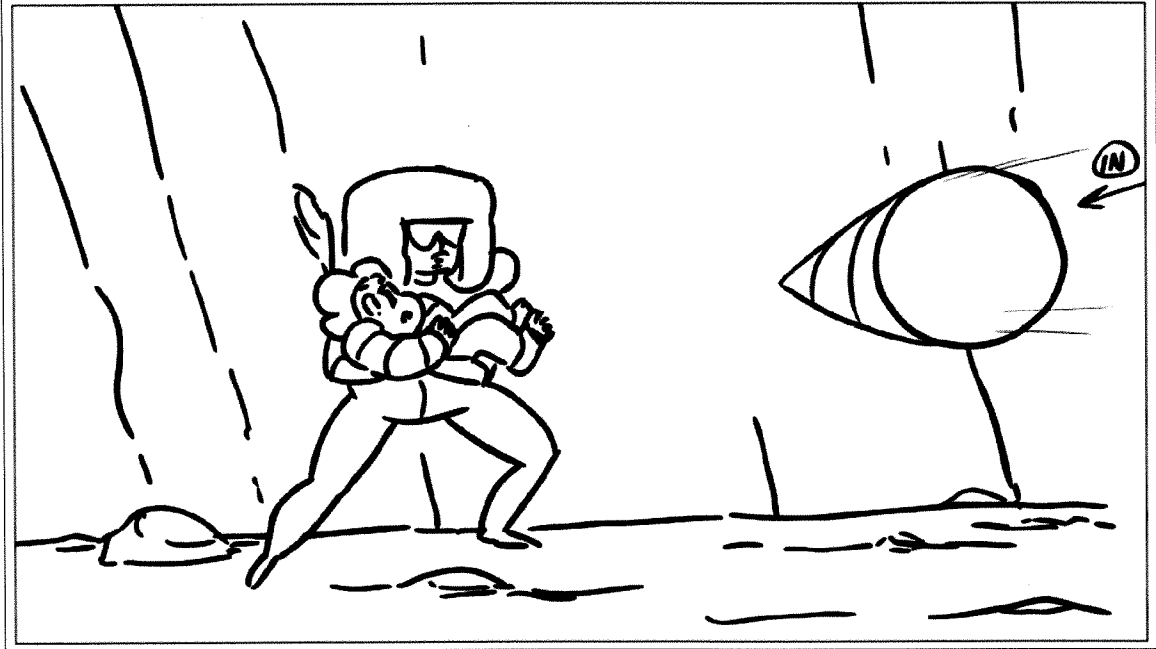
1020-009

Scene	Panel
21	7



Slugging
0.03

Scene	Panel
22	1



Action Notes
spikes into scene

* YOU CAN HAND-DRAW
BLUR IN BETWEEN ON SPIKES

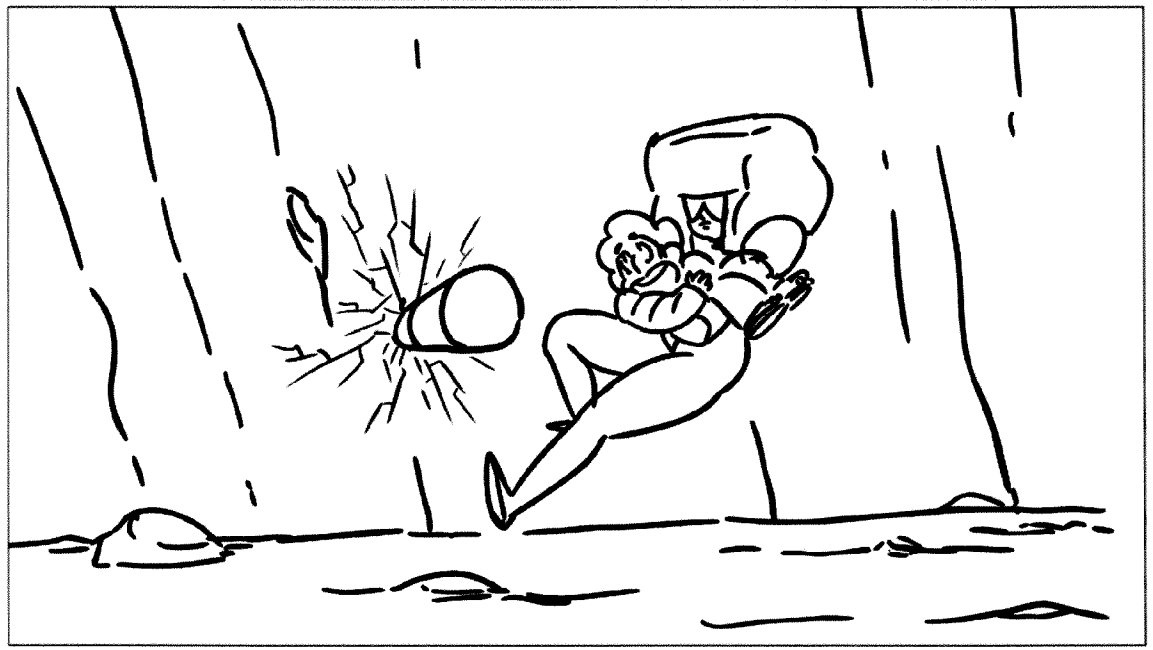
Slugging
0.04

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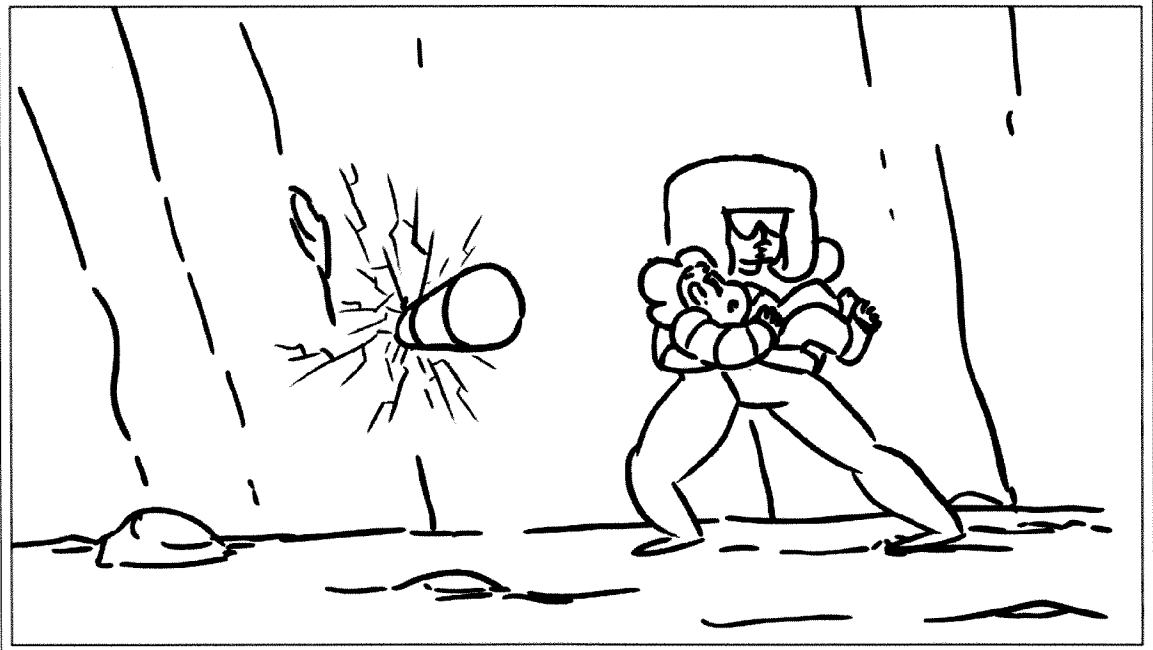
Scene	Panel	
22	CONT	2



Action Notes
Garnet dodges spikes.

Slugging
0.02

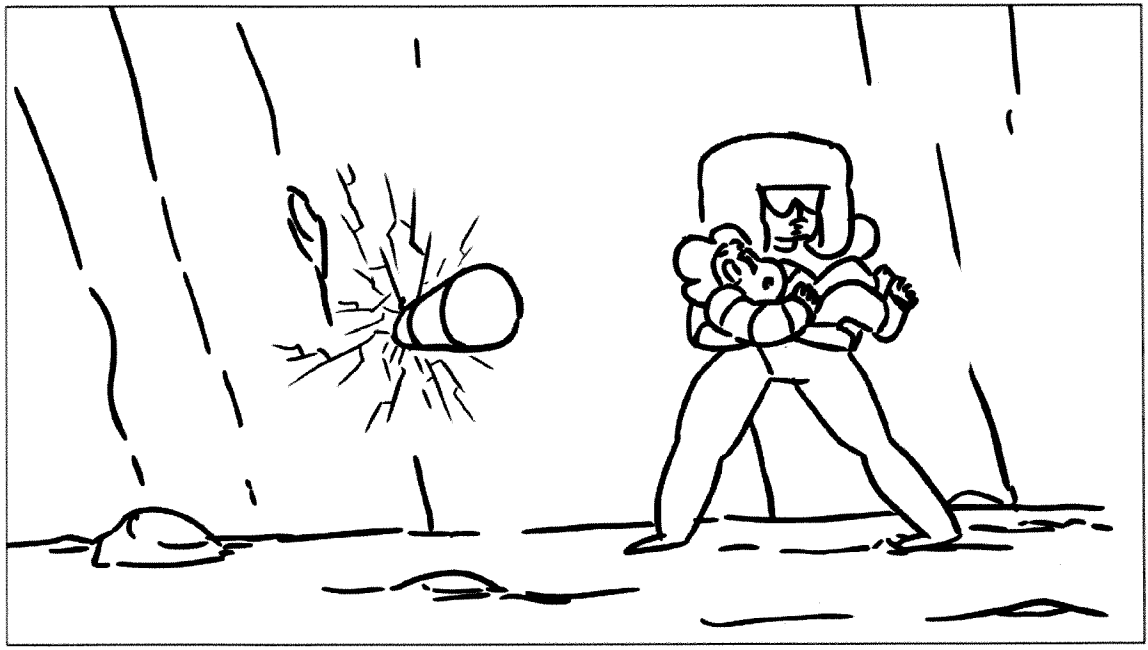
Scene	Panel	
22	CONT	3



Slugging
0.02

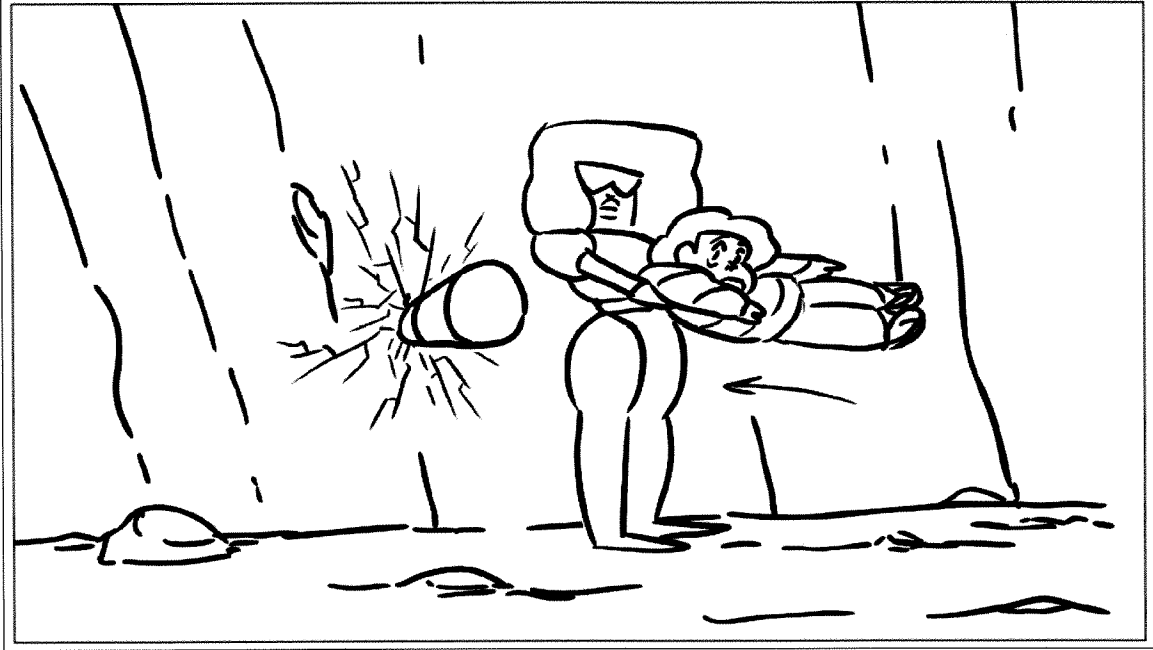
JUN 17 2013

Scene	Panel	
22	<i>cont</i>	4



Slugging
0.08

Scene	Panel	
22	<i>cont</i>	5



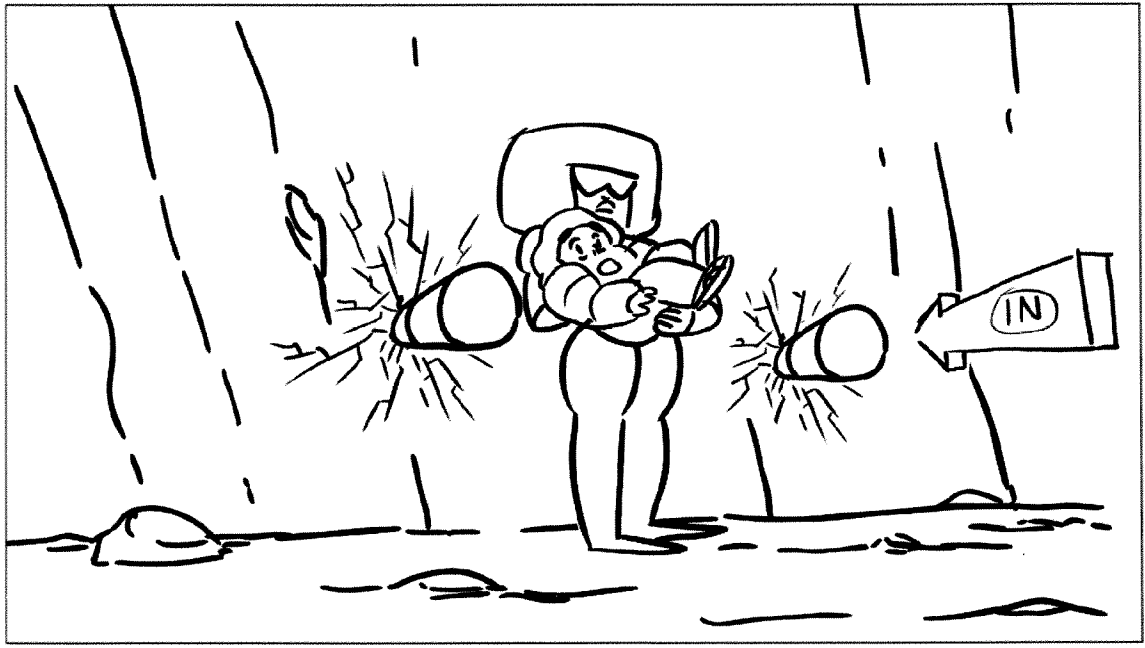
Slugging
0.04

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Scene	Panel	
	22	<i>CONT</i>
		6



Action Notes
spikes into scene

Slugging
0.08

Scene	Panel	
	22	<i>CONT</i>
		7



Action Notes
spikes into scene

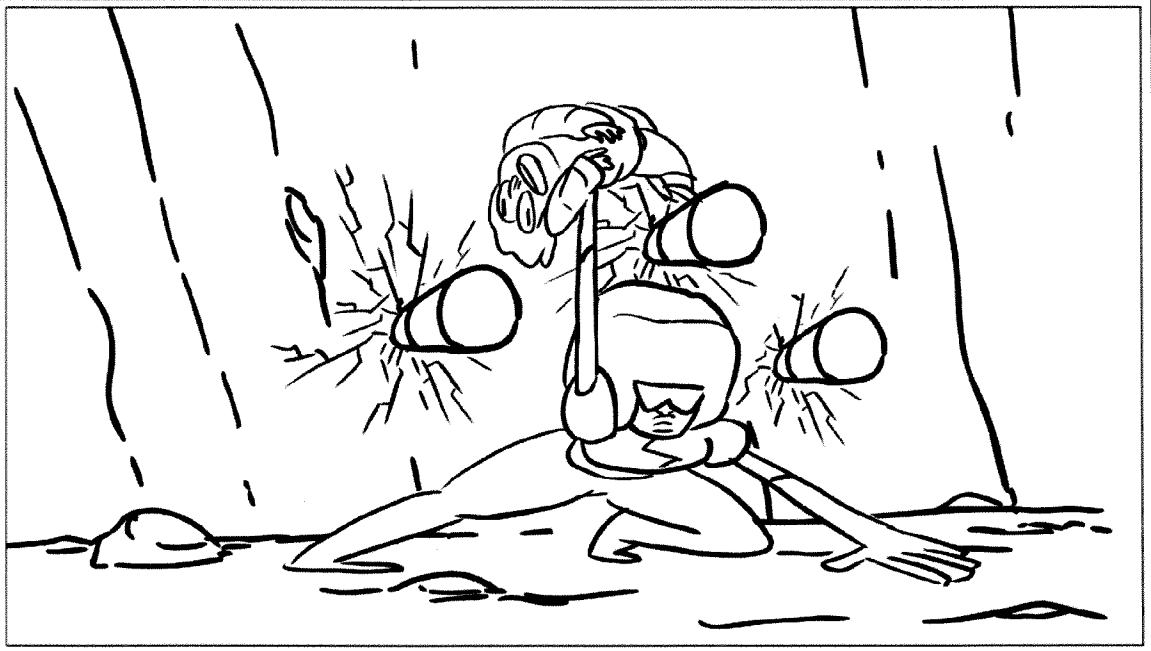
Slugging
0.02

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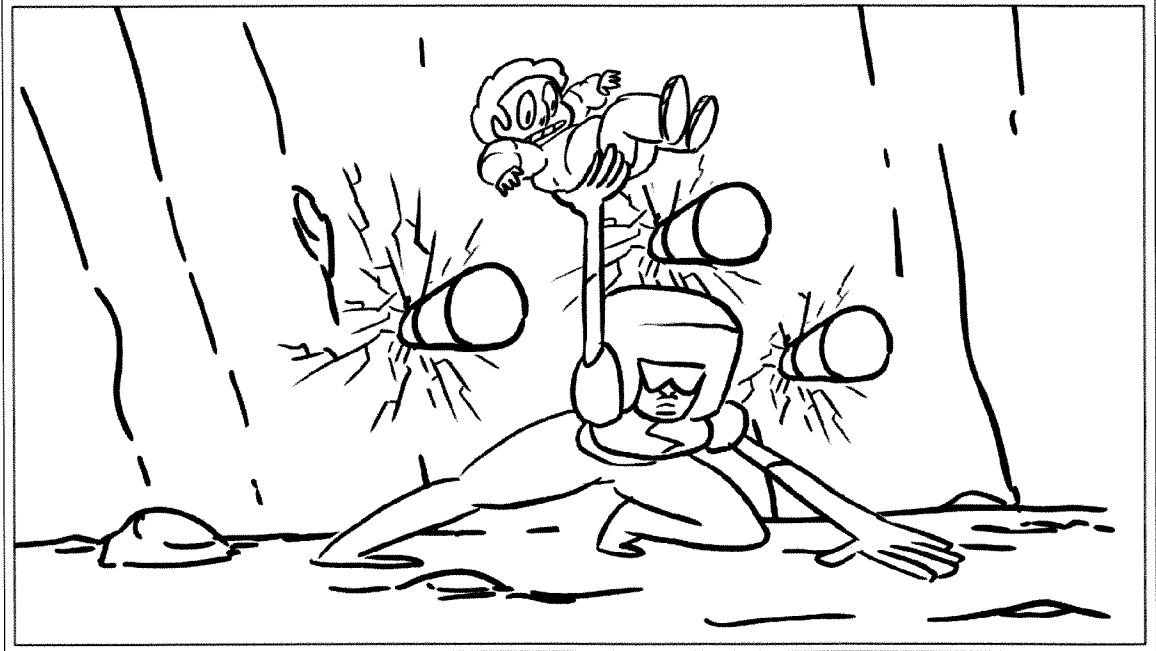
1020.009

Scene 22 *CONT* Panel 8



Slugging
0.02

Scene 22 *CONT* Panel 9



Slugging
0.15

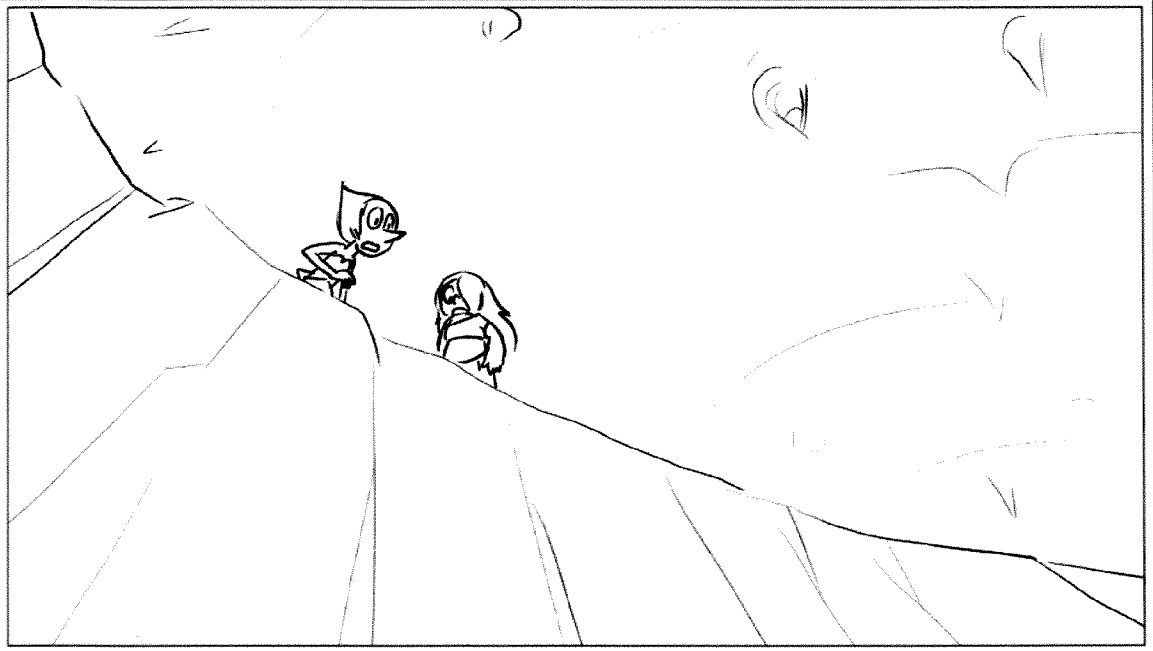
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1020.009

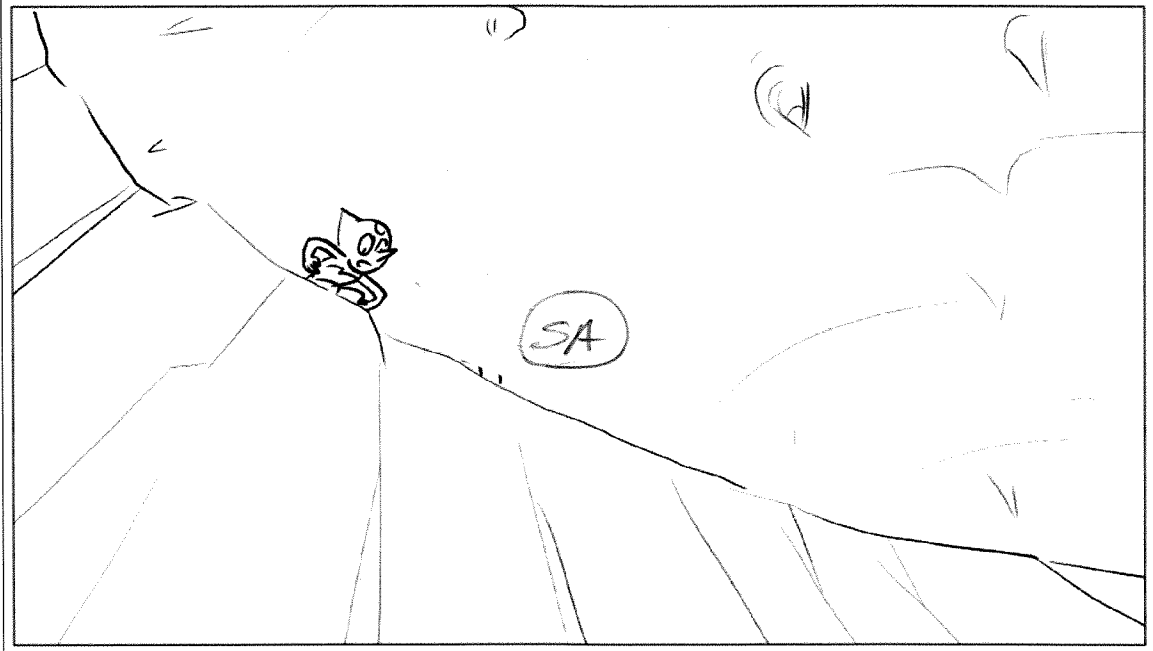
Scene	Panel
23	1



Dialog
PEARL + AMETHYST: STEVEN!

Slugging
0.13

Scene	Panel
23	2



Slugging
0.04

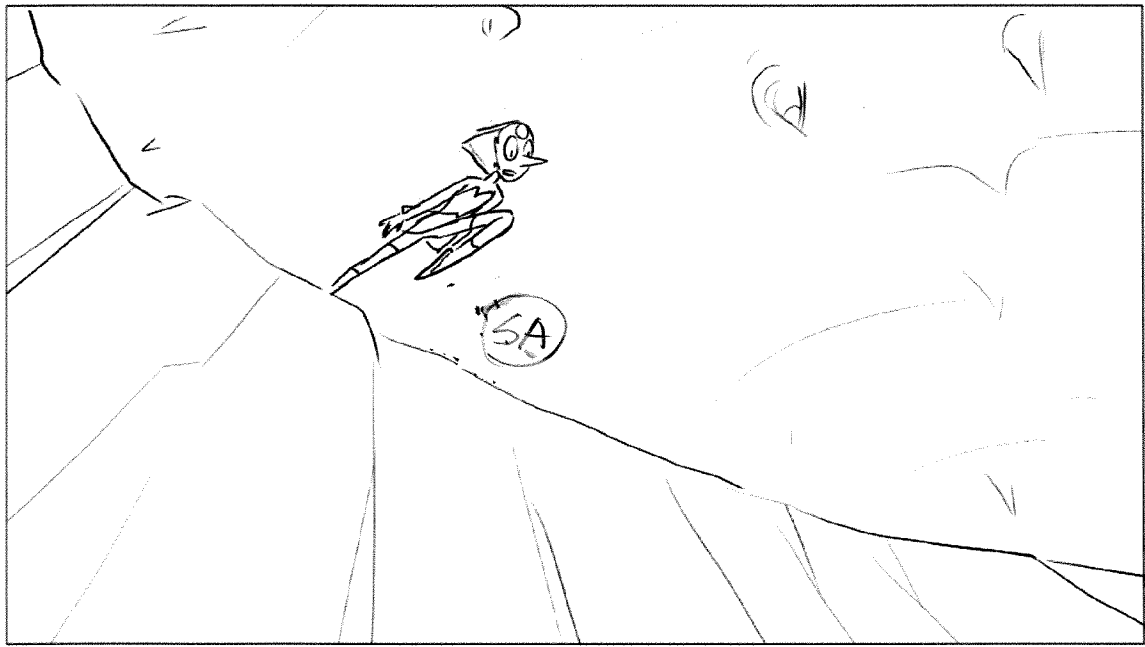
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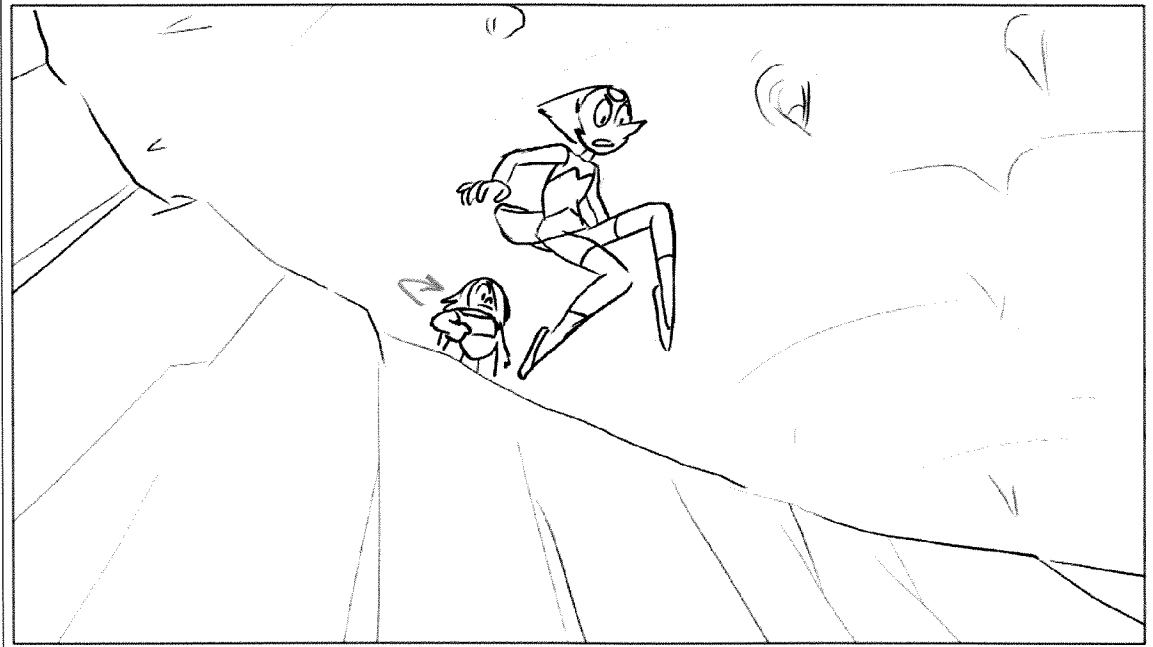
Scene 23 **CONT** Panel 3



Action Notes
Pearl leaps off ledge.

Slugging
0.04

Scene 23 **CONT** Panel 4



Slugging
0.02

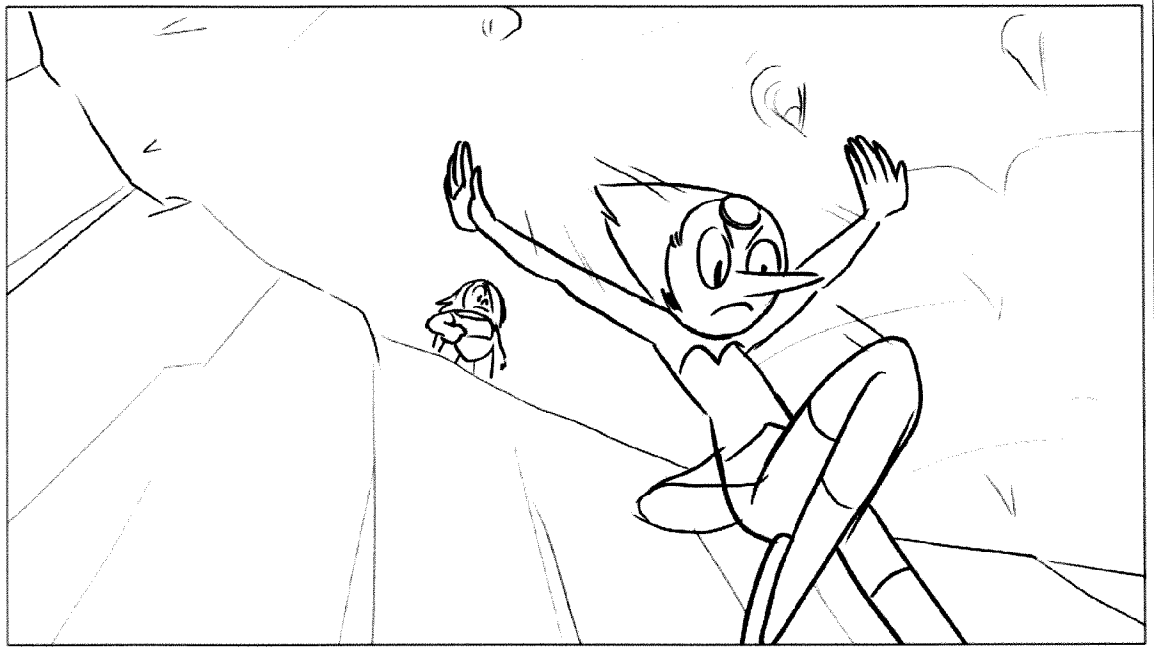
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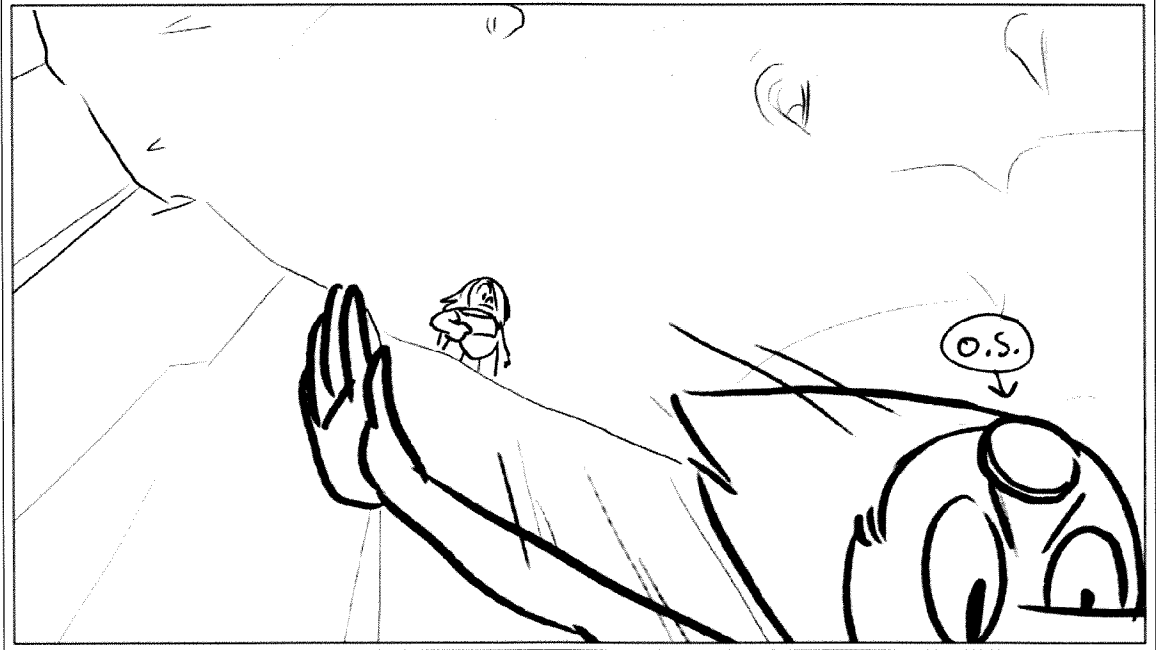
1020.009

Scene 23 Panel 5



Slugging
0.02

Scene 23 Panel 6



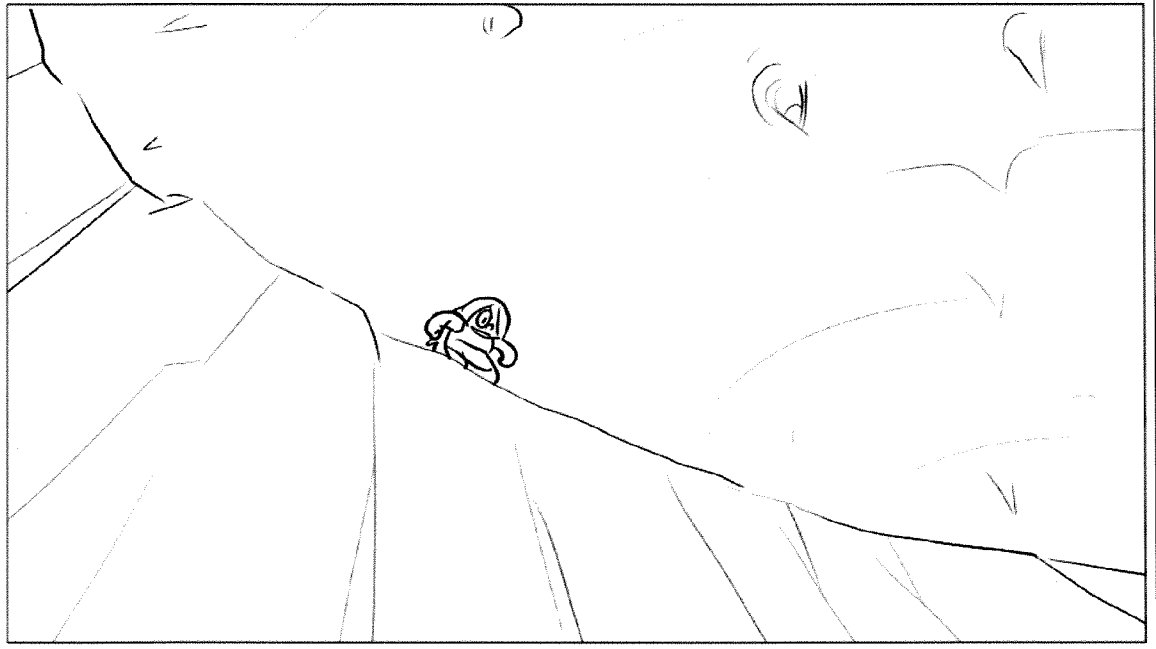
Slugging
0.02


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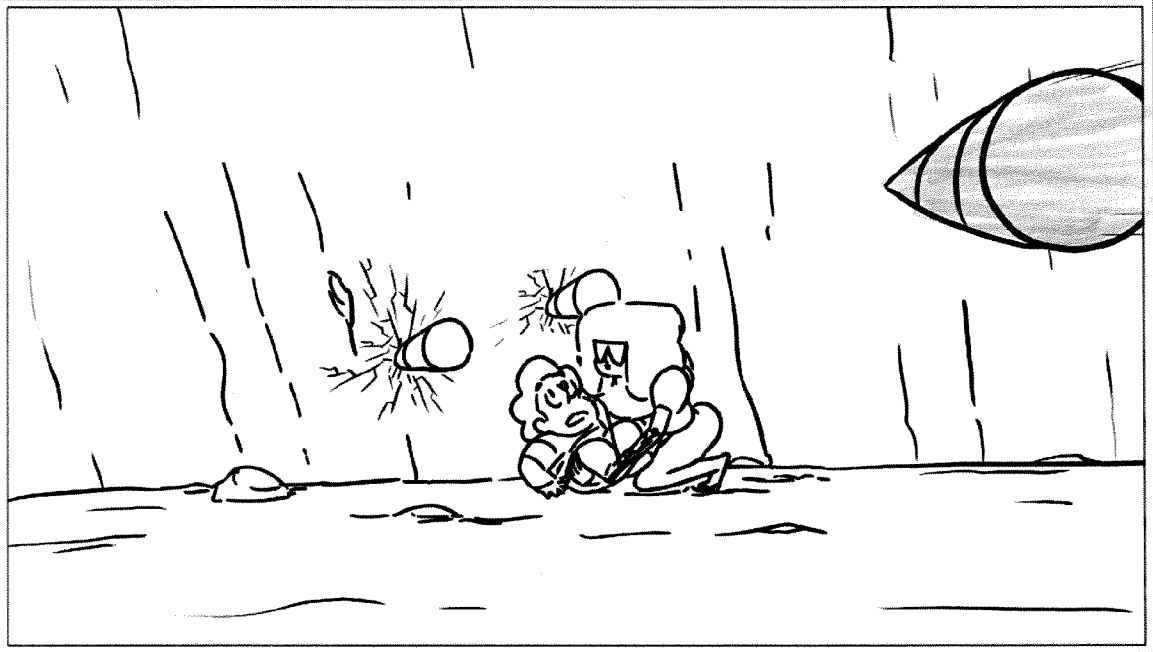
Scene	Panel
23	cont 7
	
<p>Action Notes</p> <p>Pearl o.s.</p>	
<p>Slugging</p> <p>0.04</p>	

Scene	Panel
23	cont 8
	
<p>Action Notes</p> <p>Amethyst leaps off of ledge.</p>	
<p>Slugging</p> <p>0.04</p> <p>JUN 17 2013</p>	

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1020.009

Scene	Panel
24	1



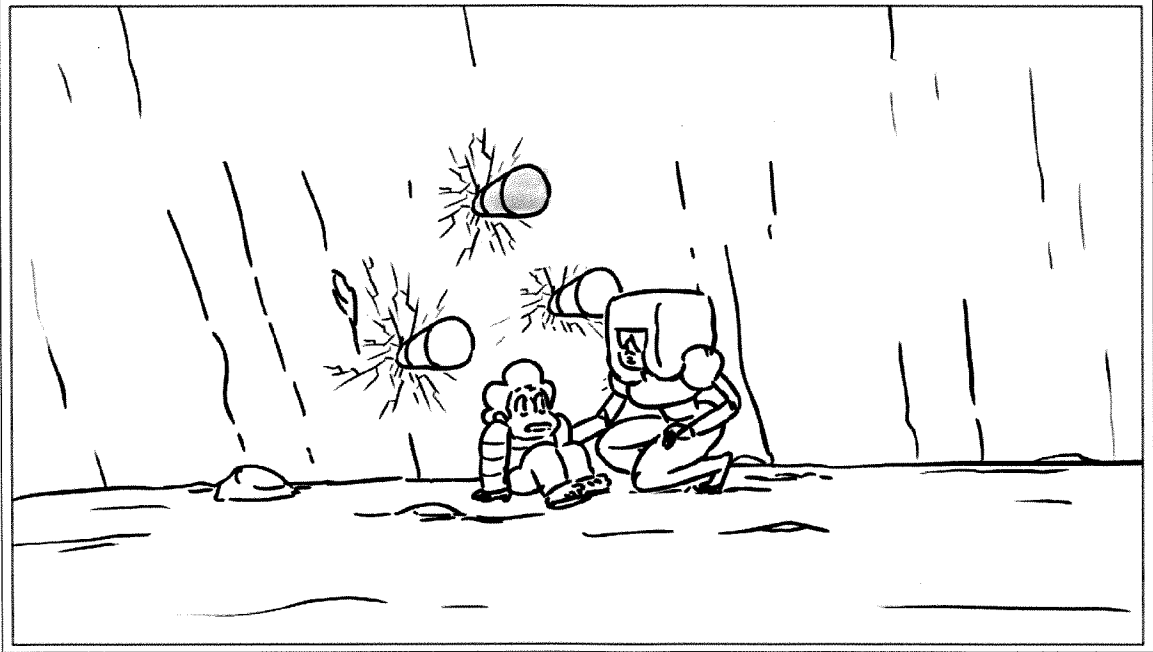
Action Notes

spikes into scene

Slugging

0.10

Scene	Panel
24	2



Dialog

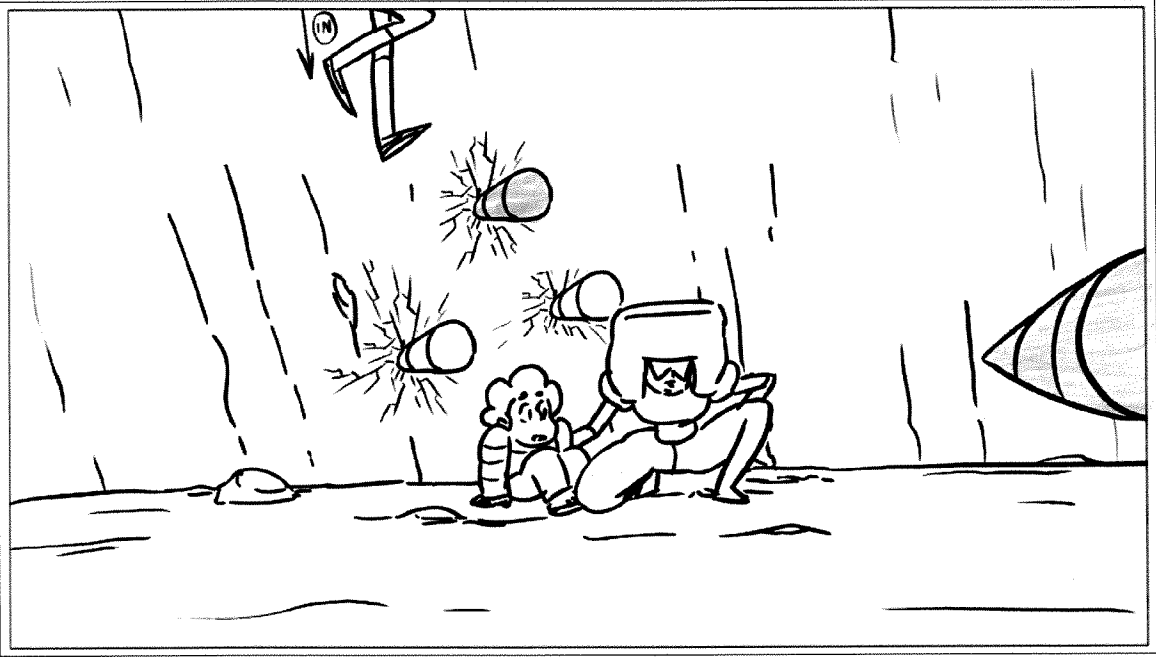
GARNET: STAY BACK!

Slugging

0.08

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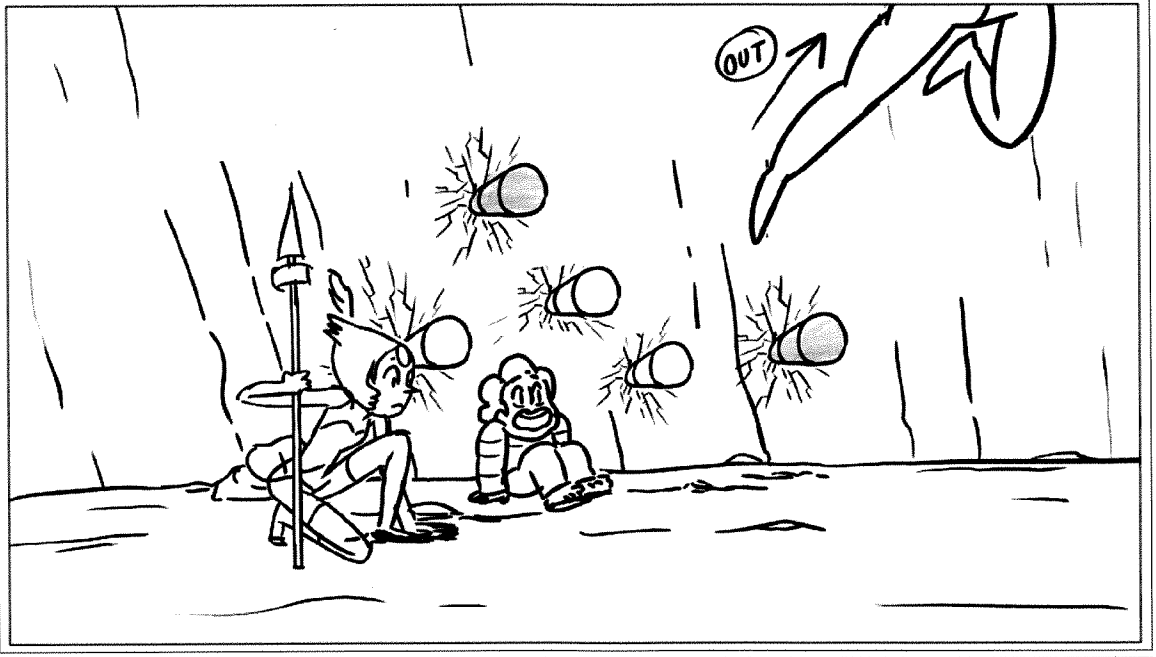
Scene 24 Panel 3



Action Notes
spikes into scene
Pearl into scene

Slugging
0.04

Scene 24 Panel 4

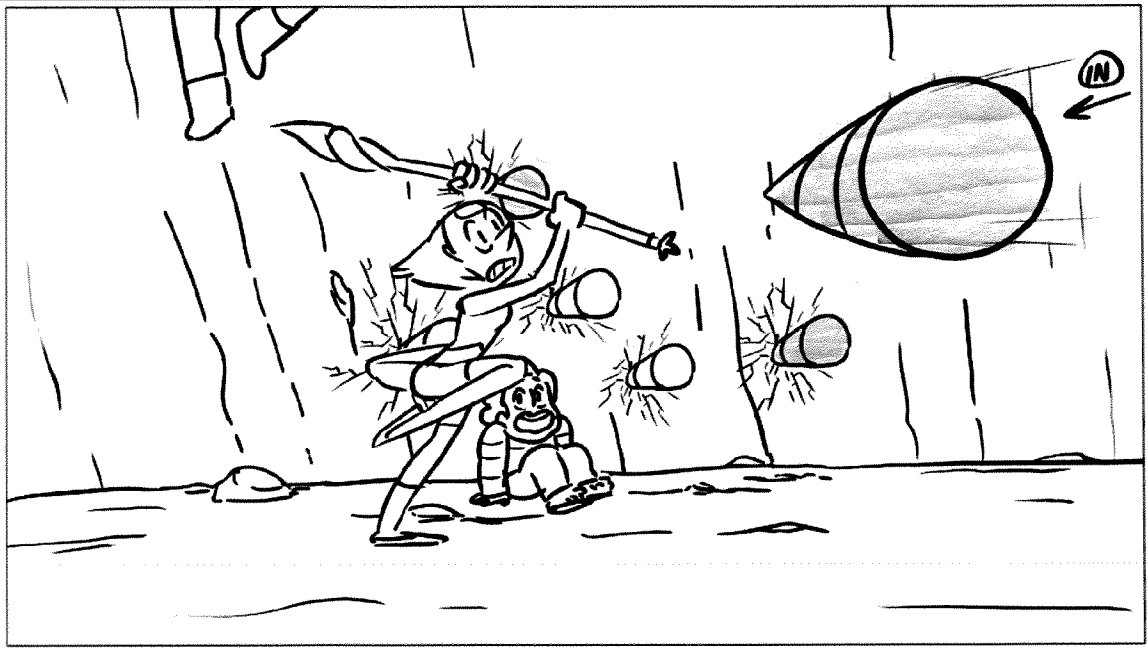


Action Notes
Garnet o.s.

Slugging
0.07

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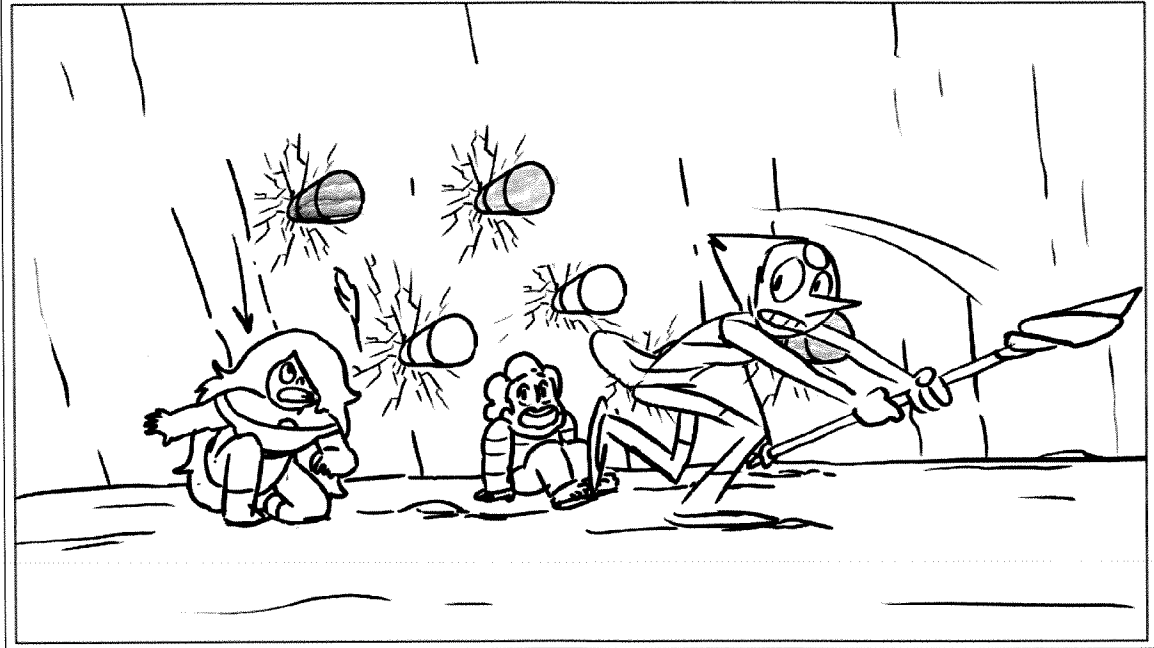
Scene 24 Panel 5



Action Notes
spikes come into scene
Amethyst into scene

Slugging
0.04

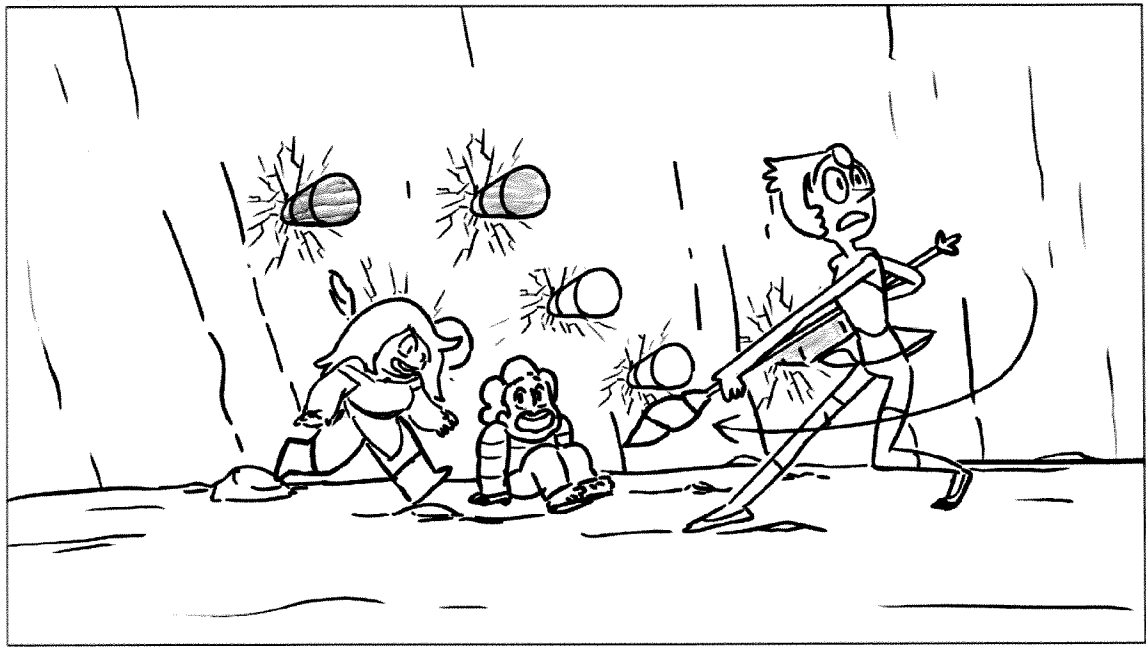
Scene 24 Panel 6



Slugging
0.13

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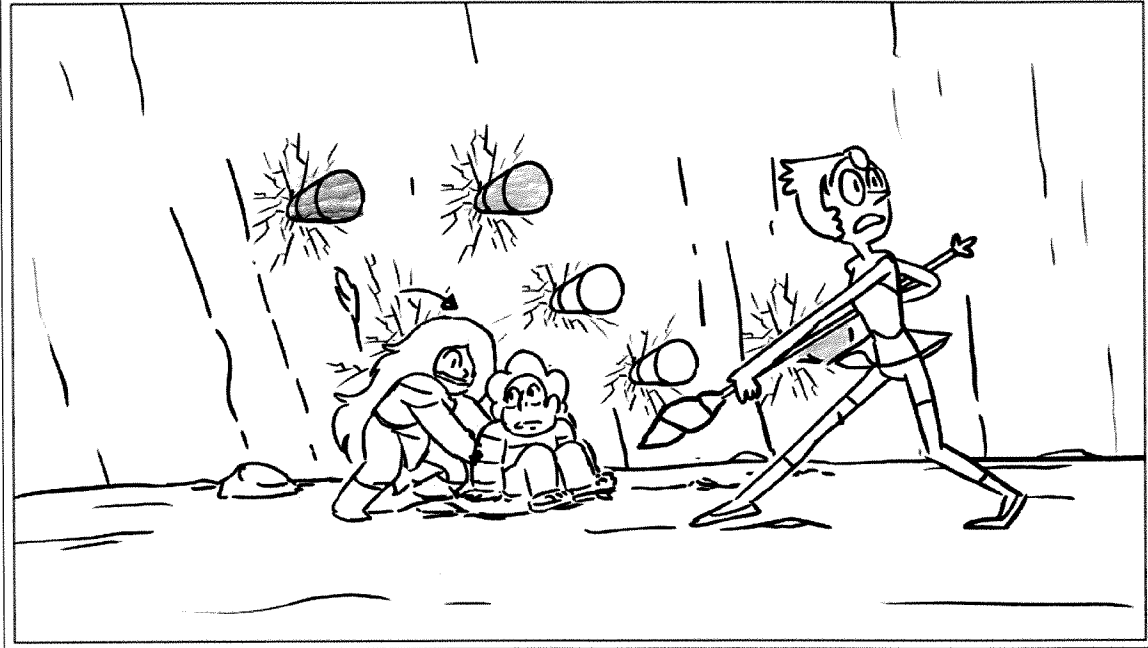
Scene 24 Panel 7



Dialog
AMETHYST: COME ON,

Slugging
0.14

Scene 24 Panel 8



Dialog
AMETHYST: POOFY!

Slugging
0.15
JUN 17 2015

1020.009

1020.009

Scene	Panel	
24	CONT	9

Action Notes

STEVEN and AMETHYST out

Slugging

1.01

Scene	Panel	
25		1

Dialog

STEVEN: WHAT ABOUT GARNET?!

Action Notes

Amethyst carrying Steven while running

Slugging

2.01

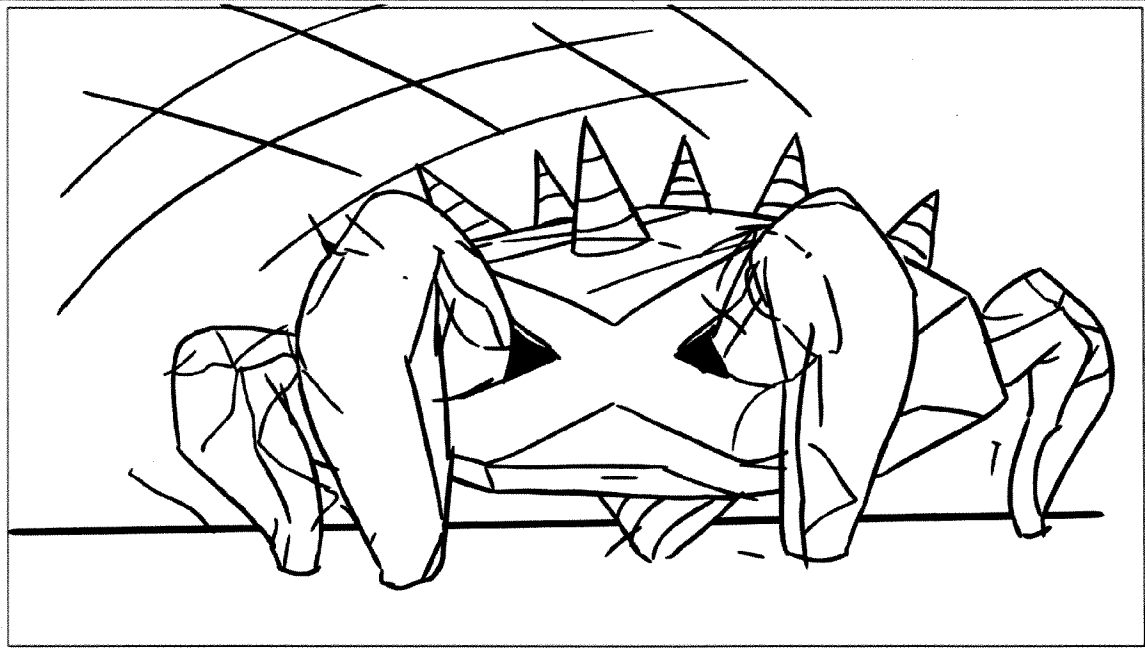
JUN 17 2013

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1020.009

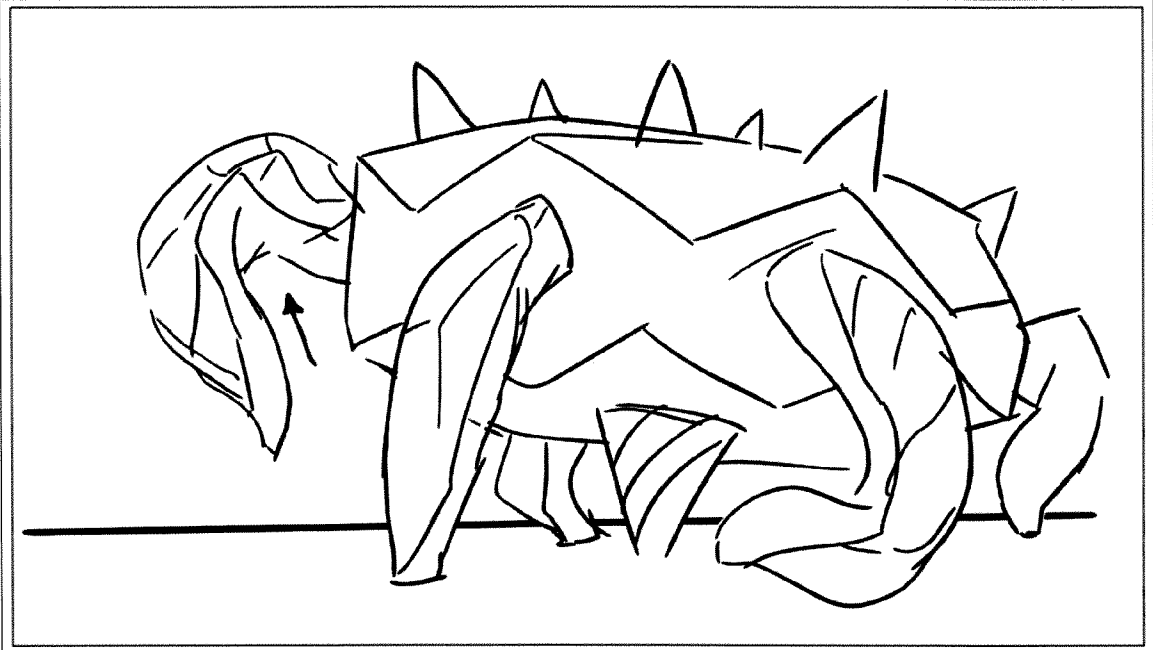
1020.009

Scene	Panel
26	1



Slugging
0.06

Scene	Panel
26	2



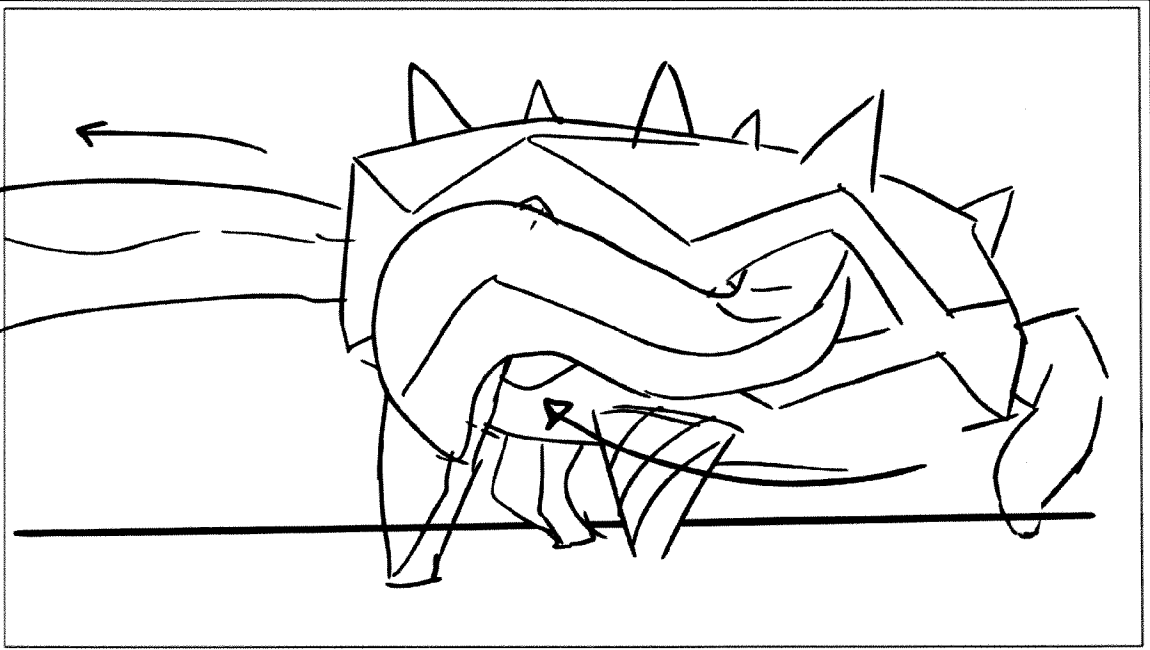
Slugging
0.08

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1020-009

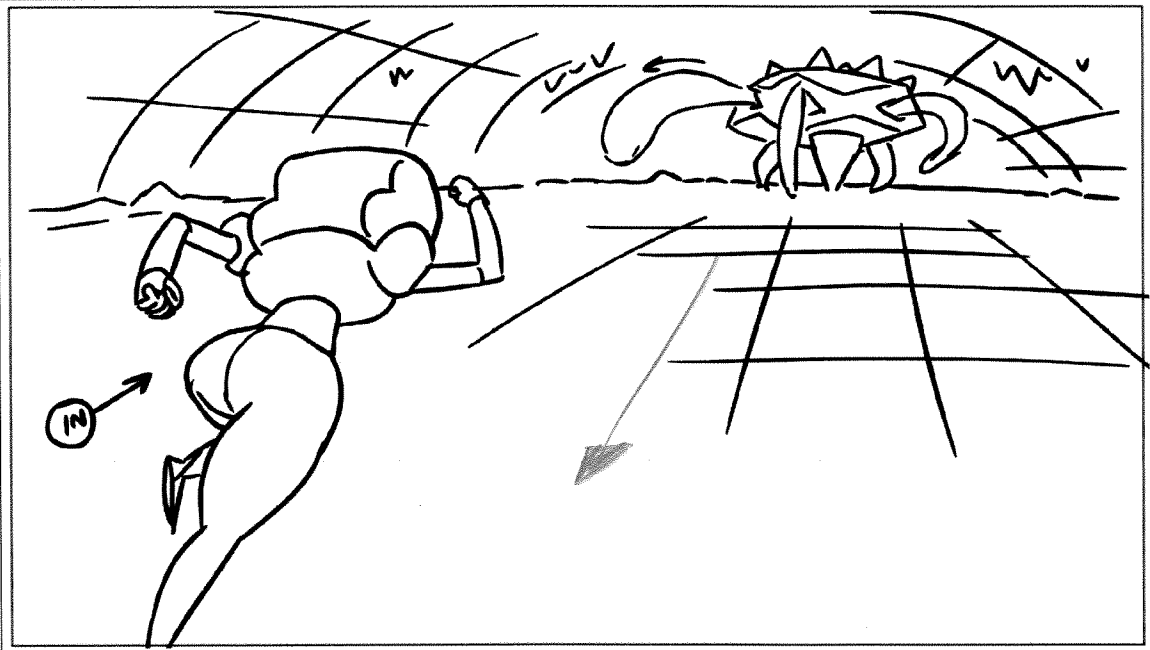
Scene	Panel
26	CONT 3



Action Notes
monster launches tentacle offscreen

Slugging
0.14

Scene	Panel
27	1



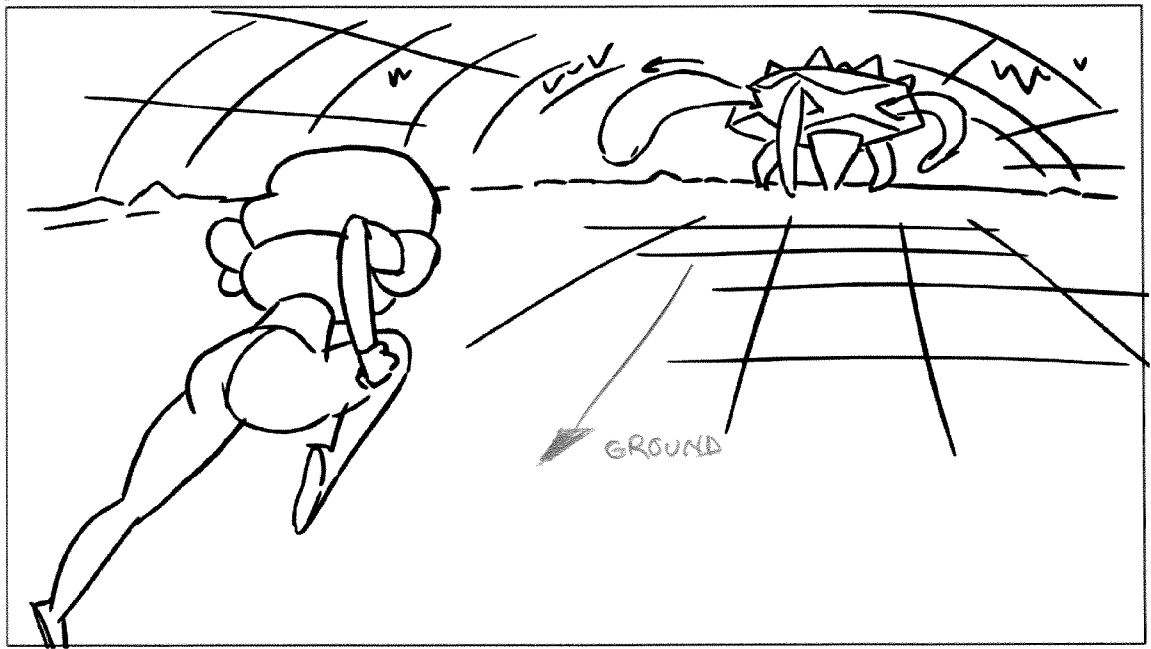
Slugging
Panels 1 + 2 x 2.5 = 0.09 * GROUND ANIMATES TOWARD FG.
Total time for run: 1.06

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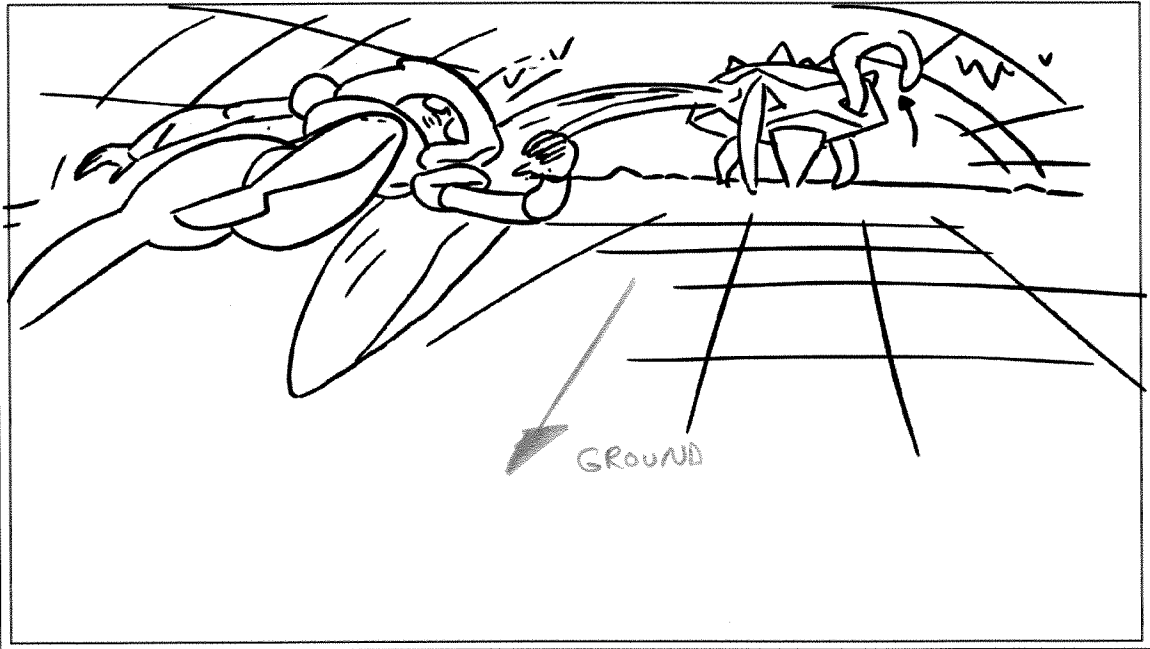
1020.009

1020.009

Scene
27
Panel
CONT
2



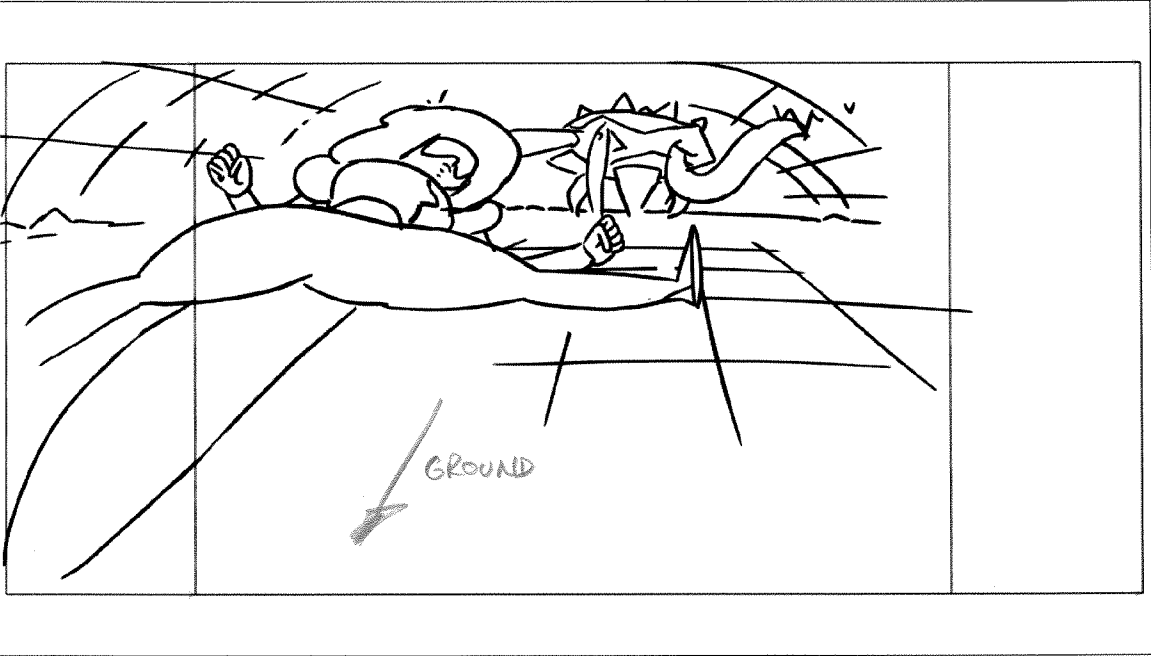
Scene
27
Panel
CONT
3



Slugging
0.04

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Scene	Panel	
27	cont	4



Slugging
ADJ: 0.04

Scene	Panel	
27	cont	5



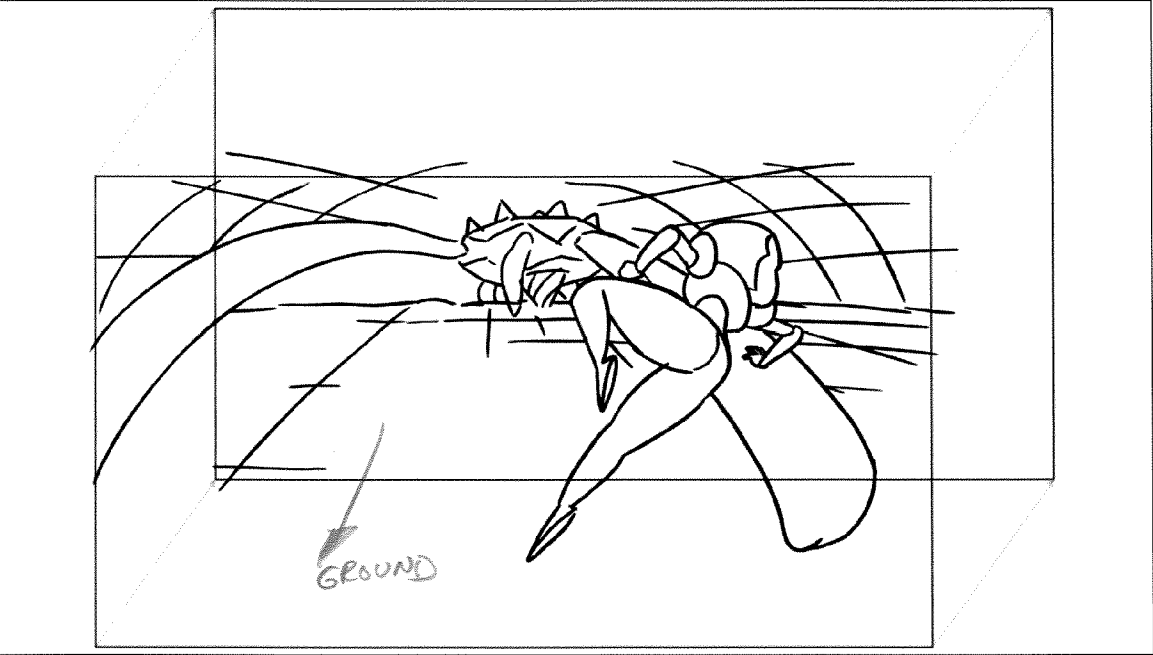
Slugging
0.11

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1020.009

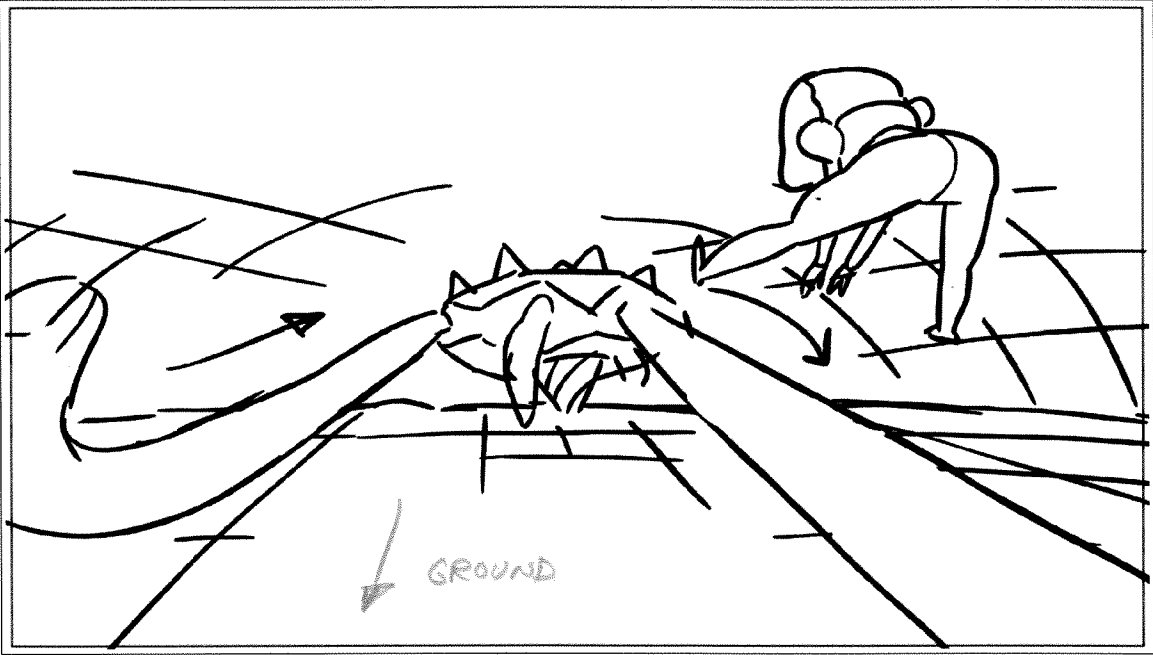
1020.009

Scene 27 *CONT* Panel 6



Slugging
ADJ: 0.06

Scene 27 *CONT* Panel 7



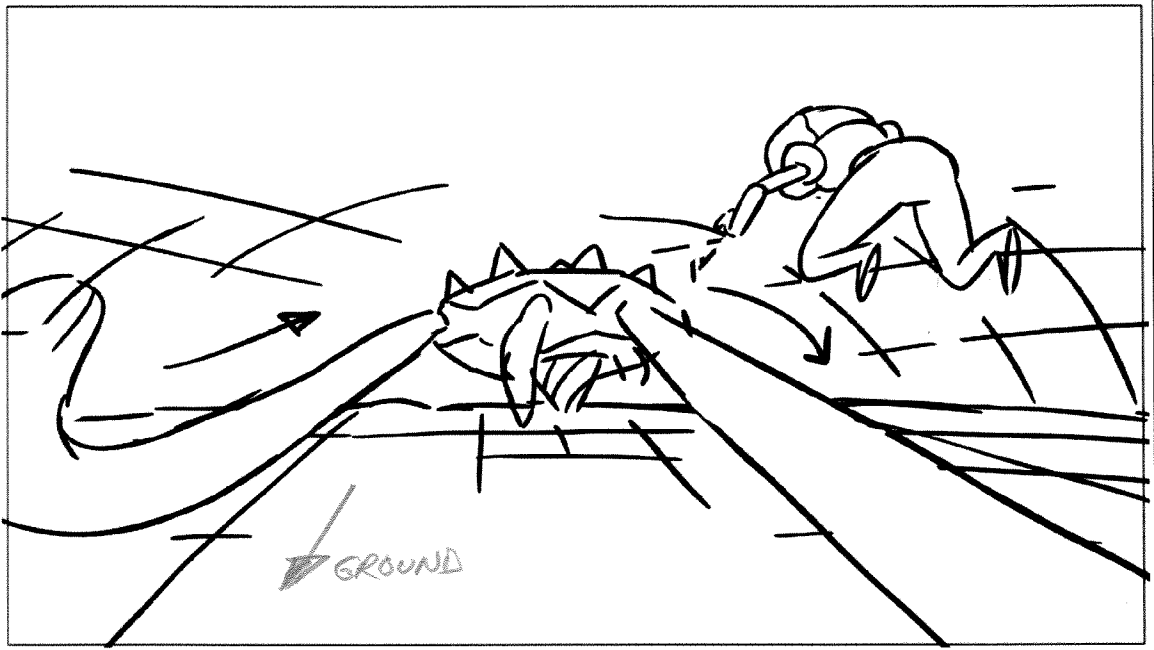
Slugging
Panels 7 + 8 = 0.08

JUN 17 2013

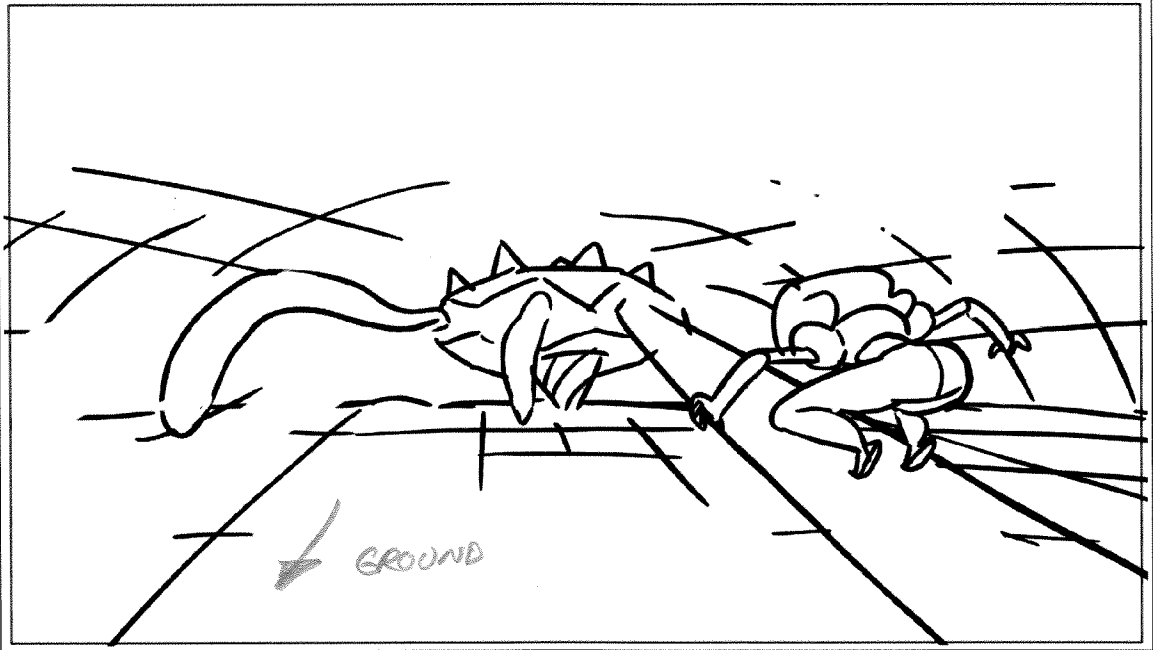
1020.009

1020.009

Scene	Panel	
	27	cont
		8



Scene	Panel	
	27	cont
		9



Slugging
0.04

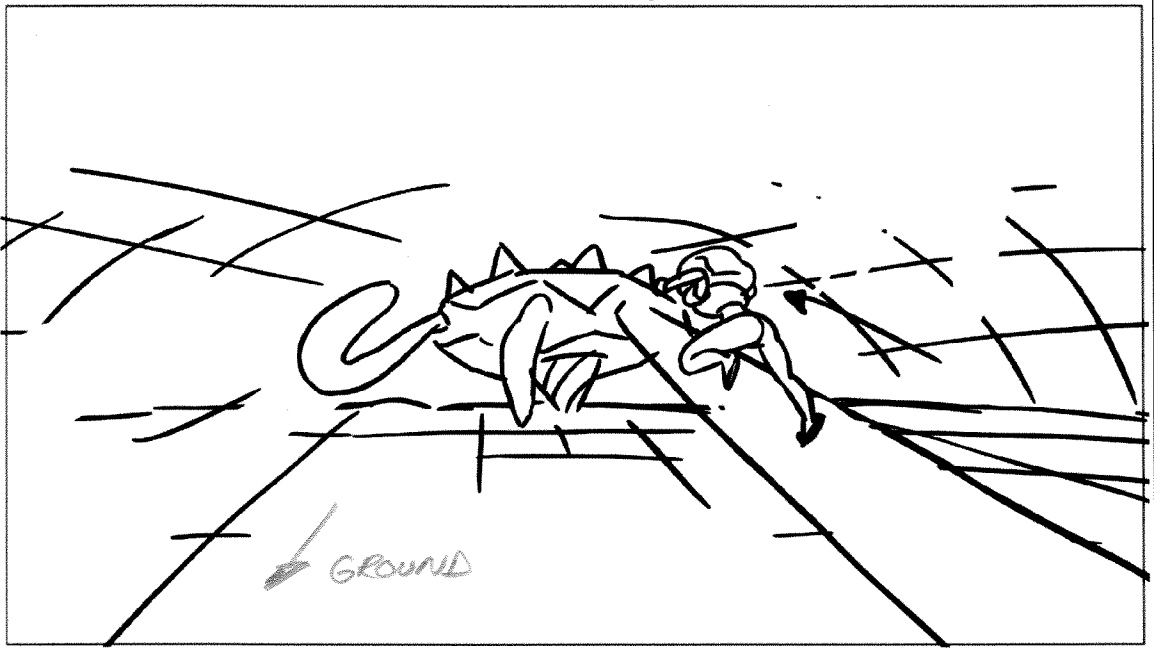
JUN 17 2013

1020.009

1020.009

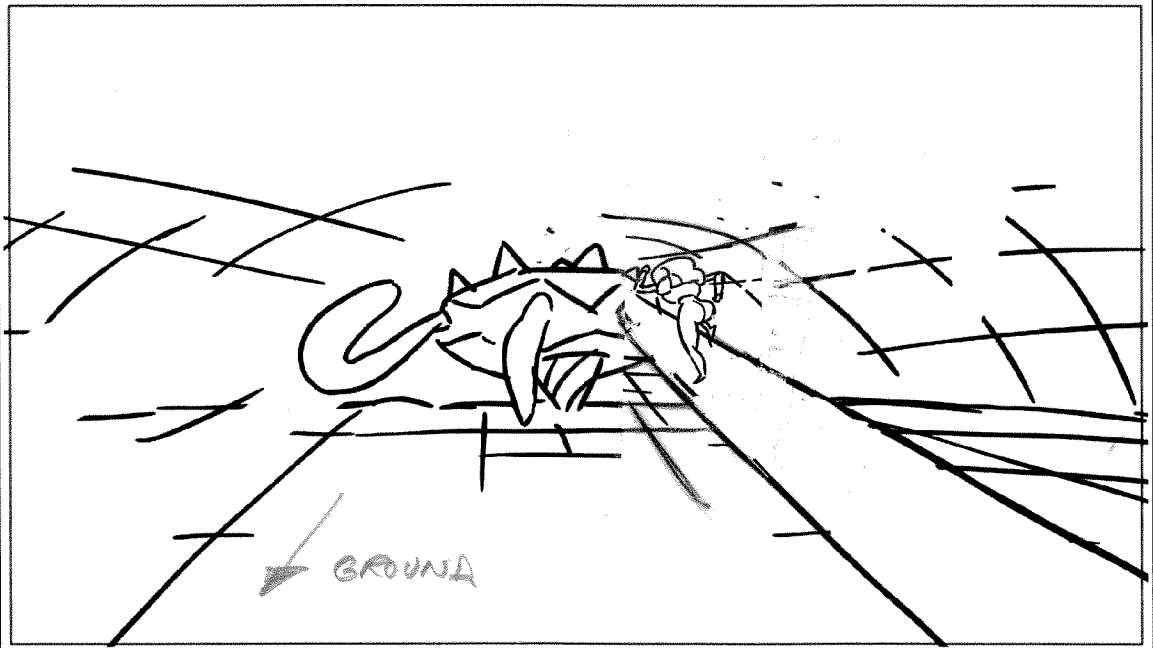
1020.009

Scene	Panel	
	27	10



Slugging
Panels 10 + 11 x 2.5 = 0.09
Total time for run: 1.06

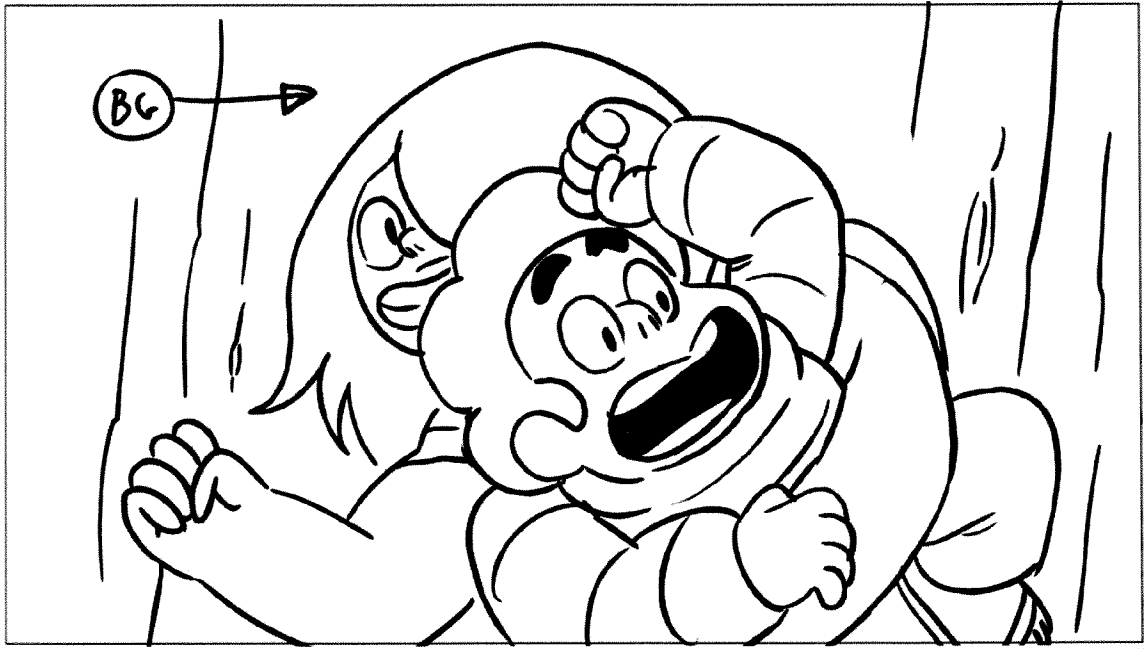
Scene	Panel	
	27	11



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1020-009

Scene 28	Panel 1
	
<p>Dialog</p> <p>STEVEN: GO GARNET</p>	
<p>Action Notes</p> <p>Amethyst carrying Steven while running</p>	
<p>Slugging</p> <p>Panels 1 + 2 = 2.10</p>	

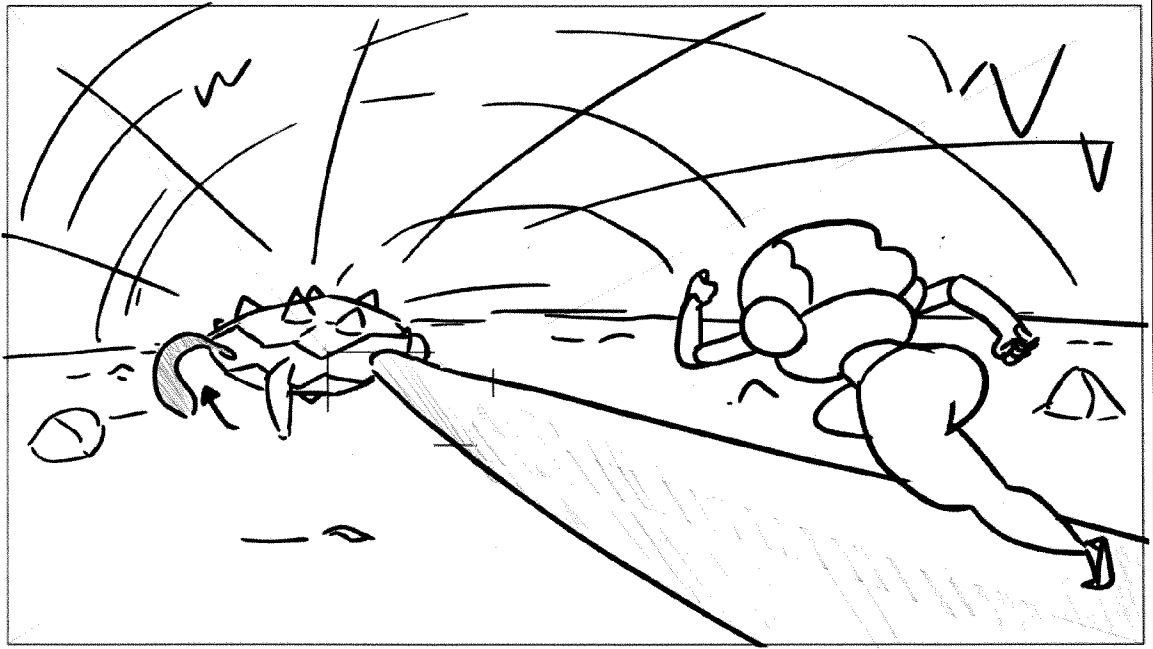
Scene 28	Panel <i>cont</i> 2
	
<p>Dialog</p> <p>STEVEN: GO!</p>	
<p>Action Notes</p> <p>Amethyst carrying Steven while running</p>	
<p>BG pans left to right</p> <p>JUN 17 2013</p>	

1020.009

1020.009

1020.009

Scene	Panel
29	1

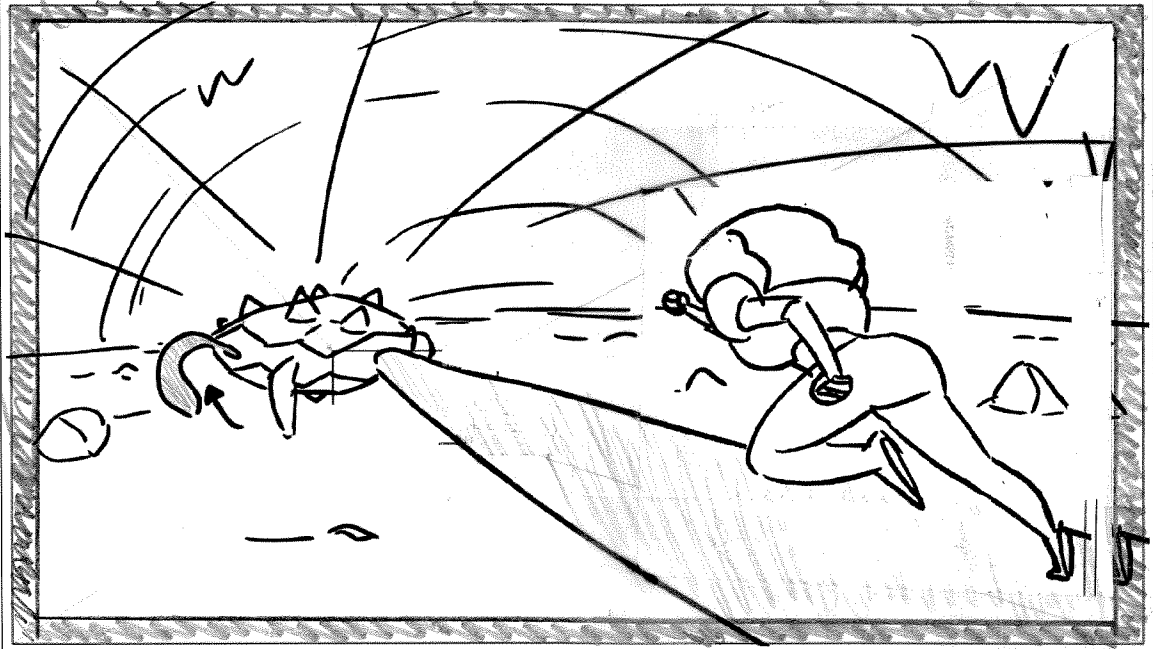


Action Notes
Garnet runs down tentacle towards monster.

Camera push forward following Garnet from panel 1 to 12.

Slugging
Panels 1 + 2 = ADJ: 1.02

Scene	Panel
29	2



*BG ANIMATES FORWARD.

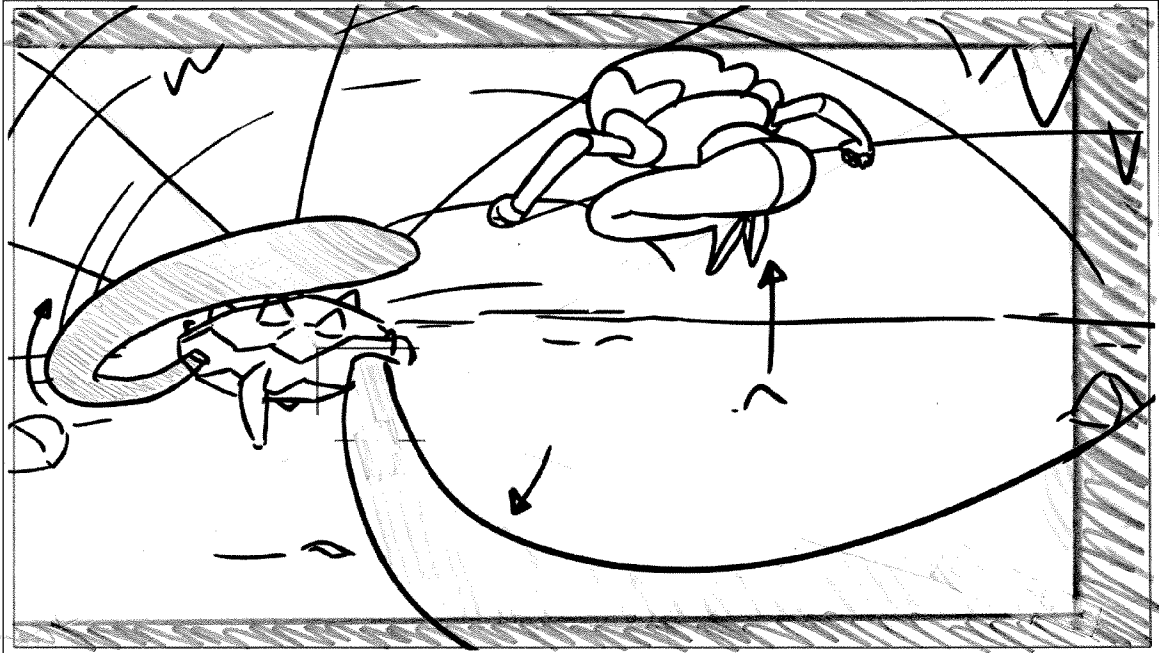
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1020.009

1020.009

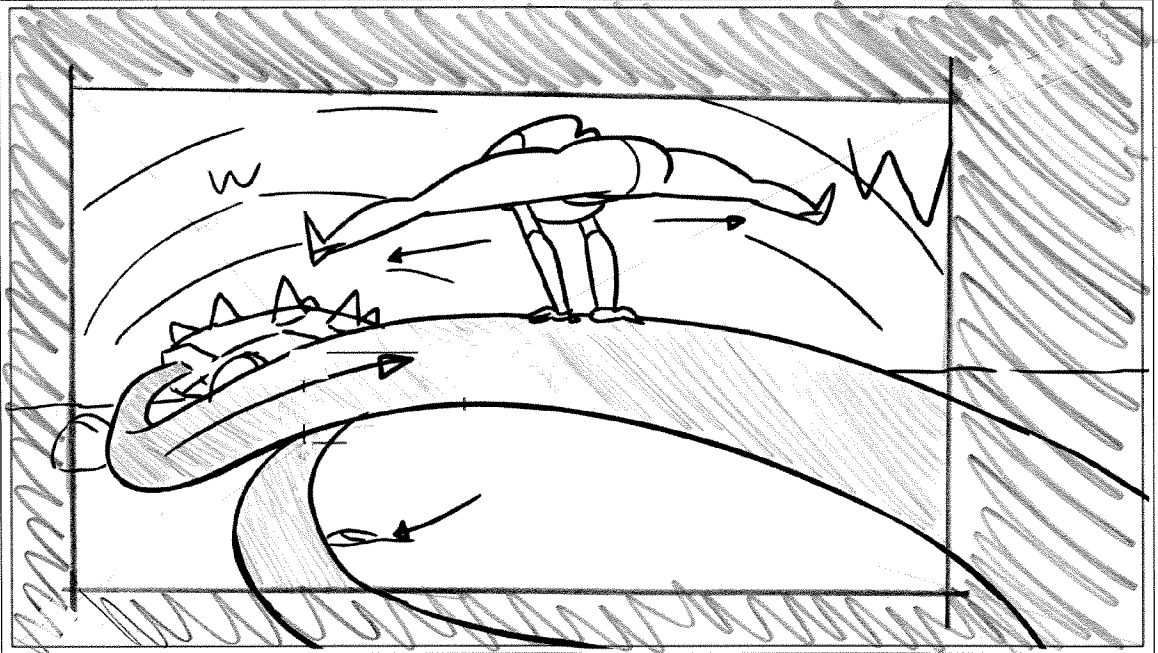
Scene	Panel	
	29	cont
		3



Slugging
ADJ: 0.05

*BG ANIMATES FORWARD

Scene	Panel	
	29	cont
		4



Action Notes
Garnet vaults over tentacle coming at Garnet

*BG ANIMATES FORWARD

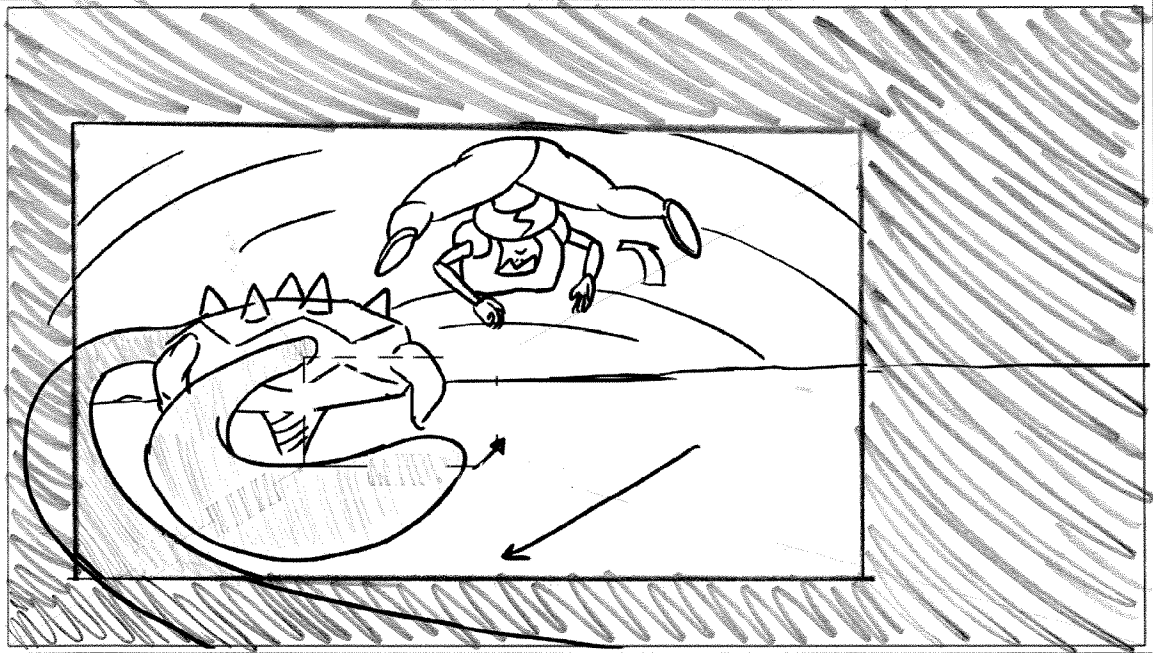
Slugging
ADJ: 0.06

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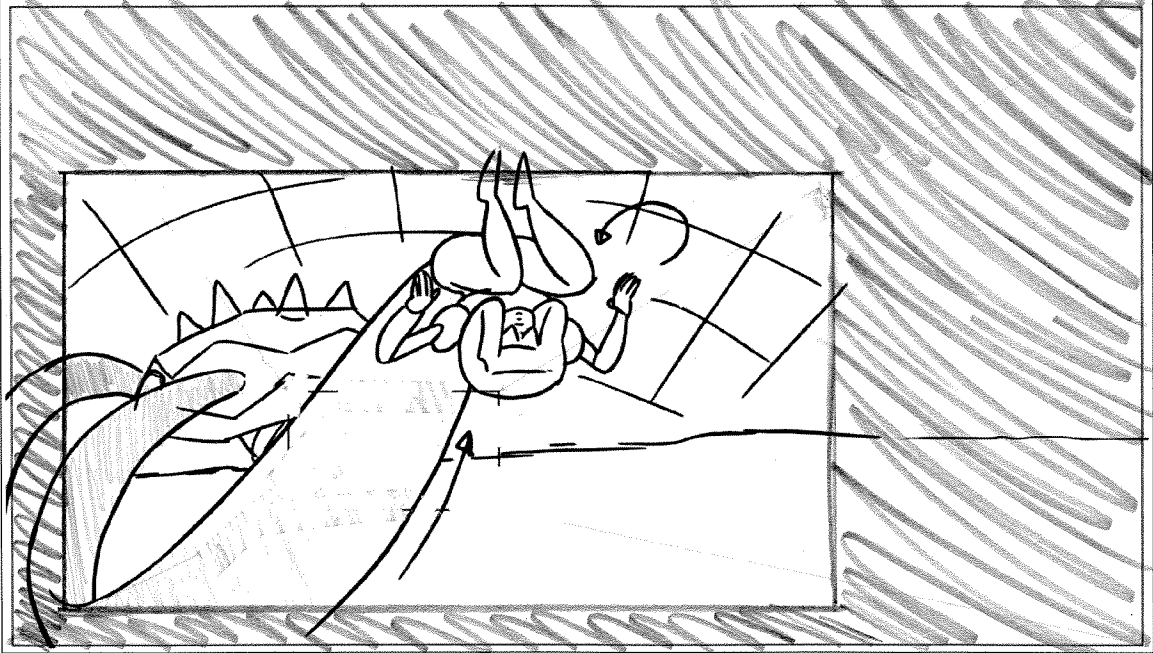
Scene	Panel
29	CONT 5



Slugging
ADJ: 0.08

*BG ANIMATES FORWARD

Scene	Panel
29	CONT 6



Slugging
ADJ: 0.10

*BG ANIMATES FORWARD

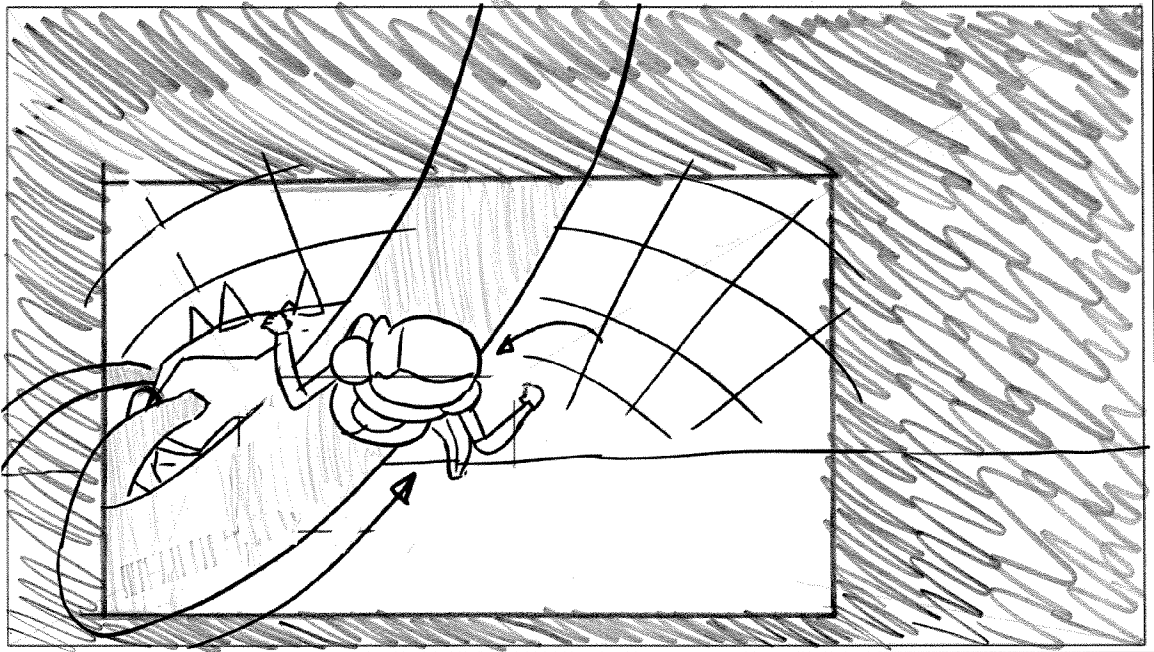
JUN 17 2013

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1020.009

1020.009

Scene 29 Panel 7

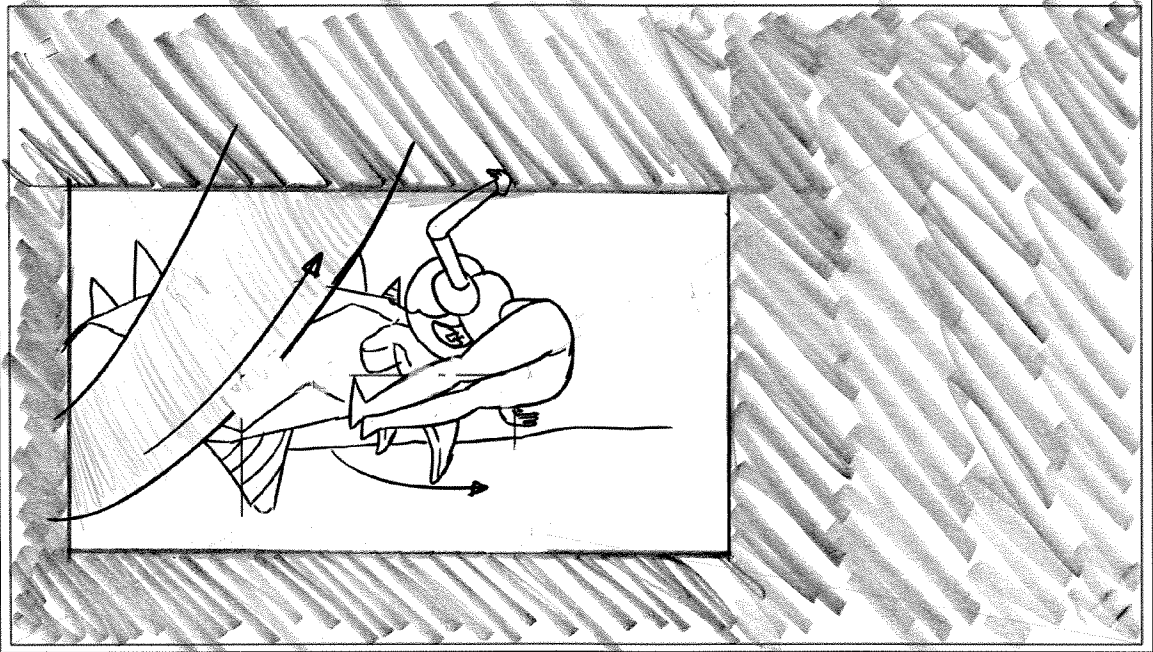


Action Notes
Garnet flips and lands on another tentacle

* BG ANIMATES FORWARD.

Slugging
ADJ: 0.09

Scene 29 Panel 8



Action Notes
Garnet pushes off and flips towards the monster

* BG ANIMATES FORWARD.

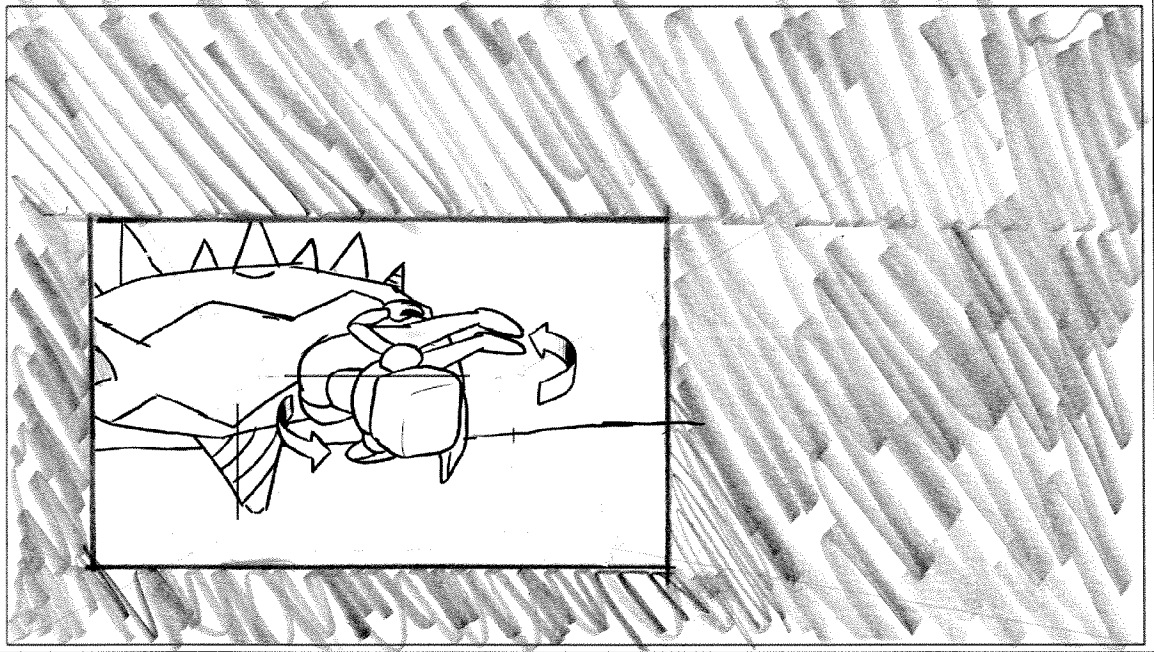
Slugging
ADJ: 0.04

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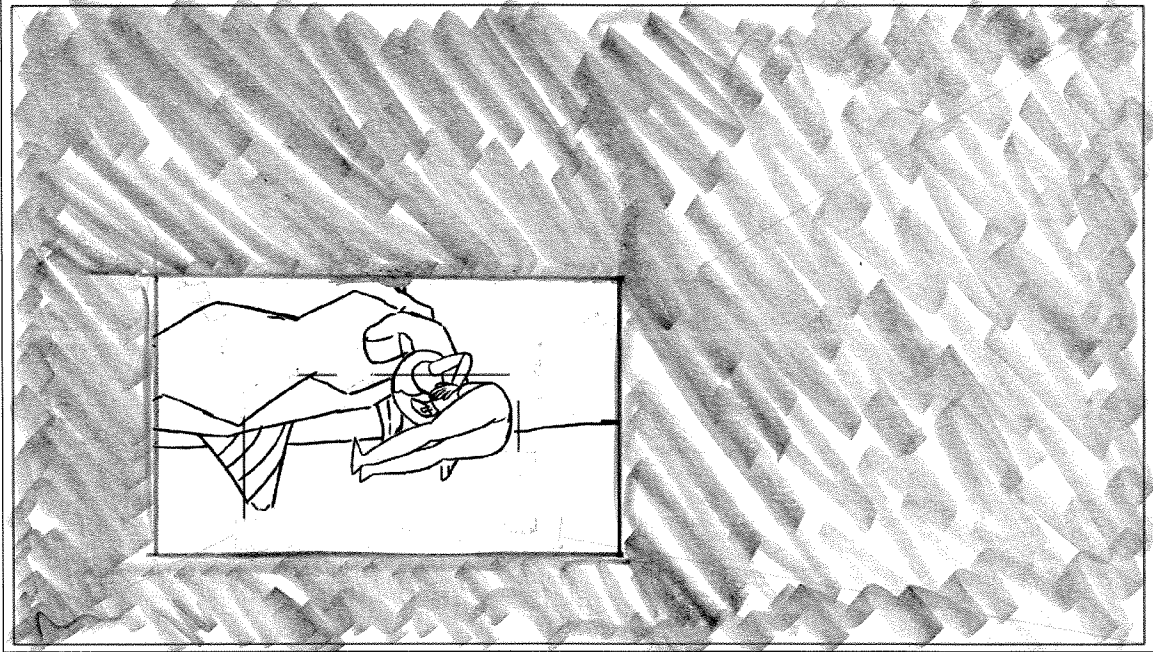
1020.009

Scene	Panel
29	CONT 9



Slugging
 ADJ: 0.04
 *BG ANIMATES FORWARD

Scene	Panel
29	CONT 10

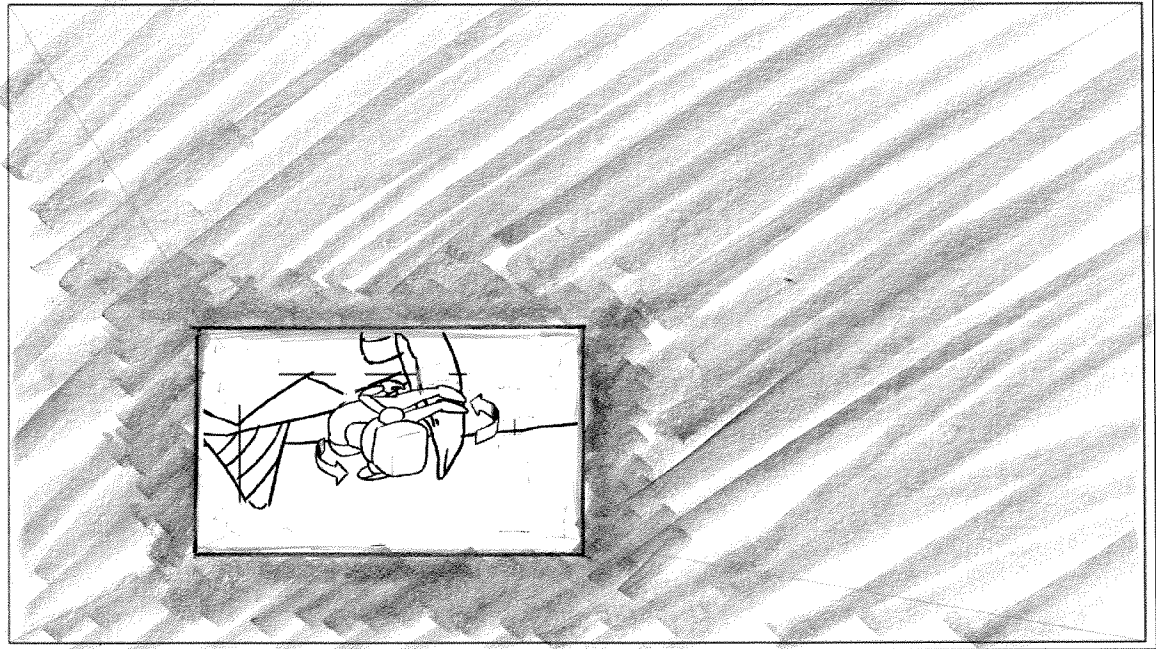


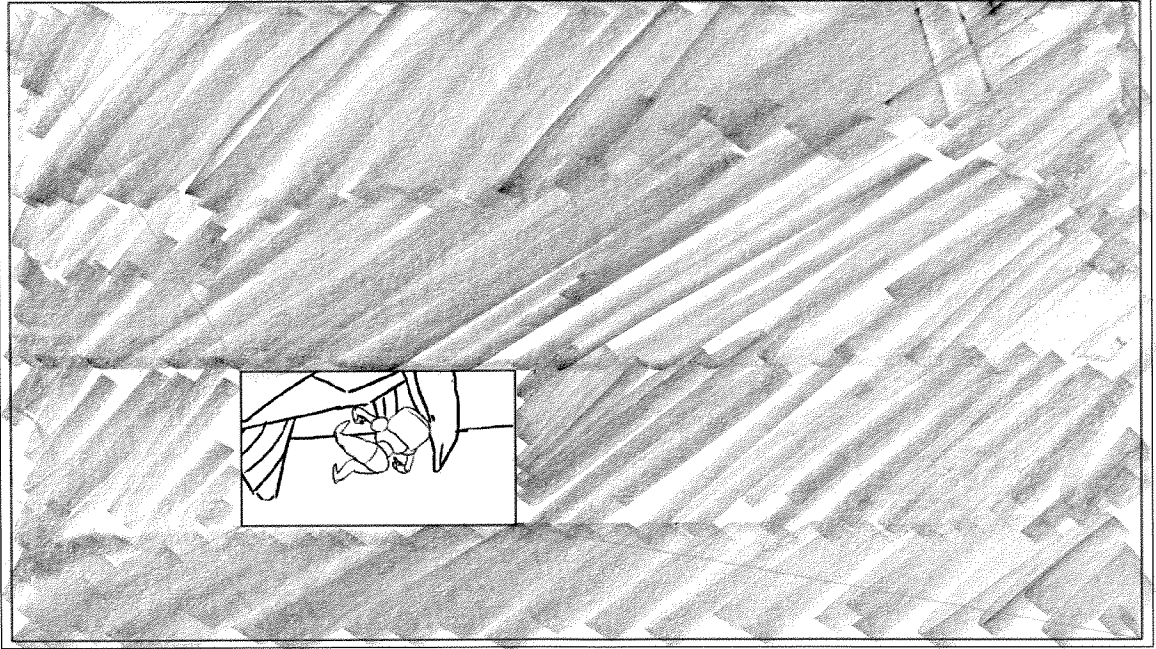
Slugging
 ADJ: 0.04
 *BG ANIMATES FORWARD.

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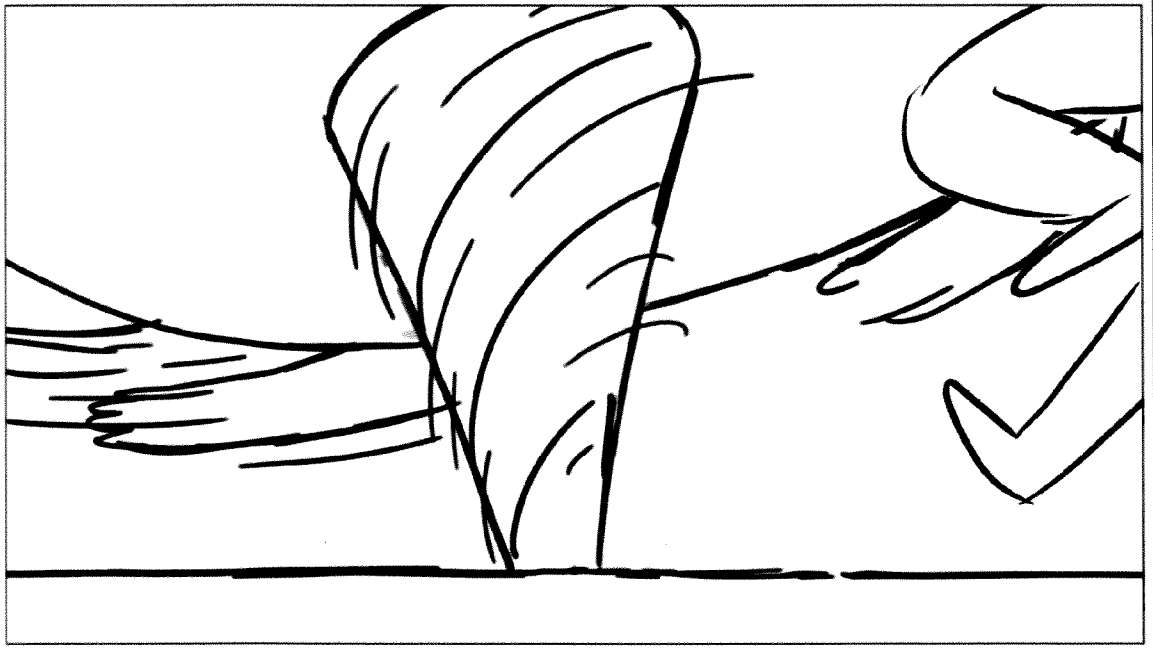
Scene	Panel
29	11
	
Slugging ADJ: 0.04 *BG ANIMATES FORWARD	

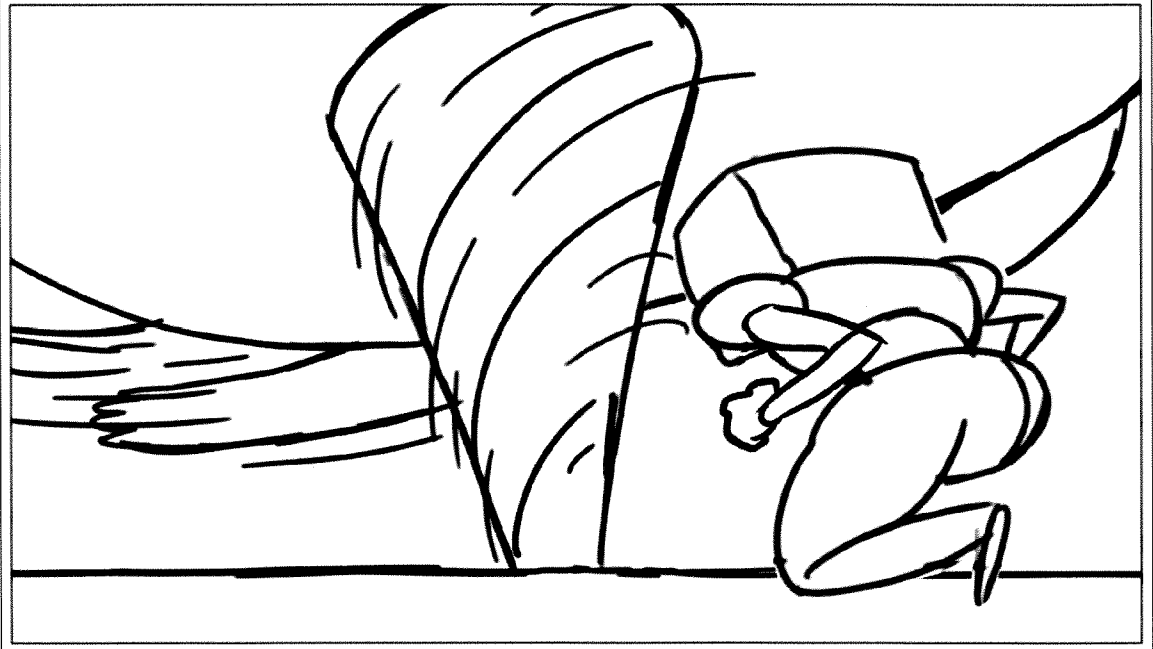
Scene	Panel
29	12
	
Slugging ADJ: 0.04 *BG ANIMATES FORWARD.	

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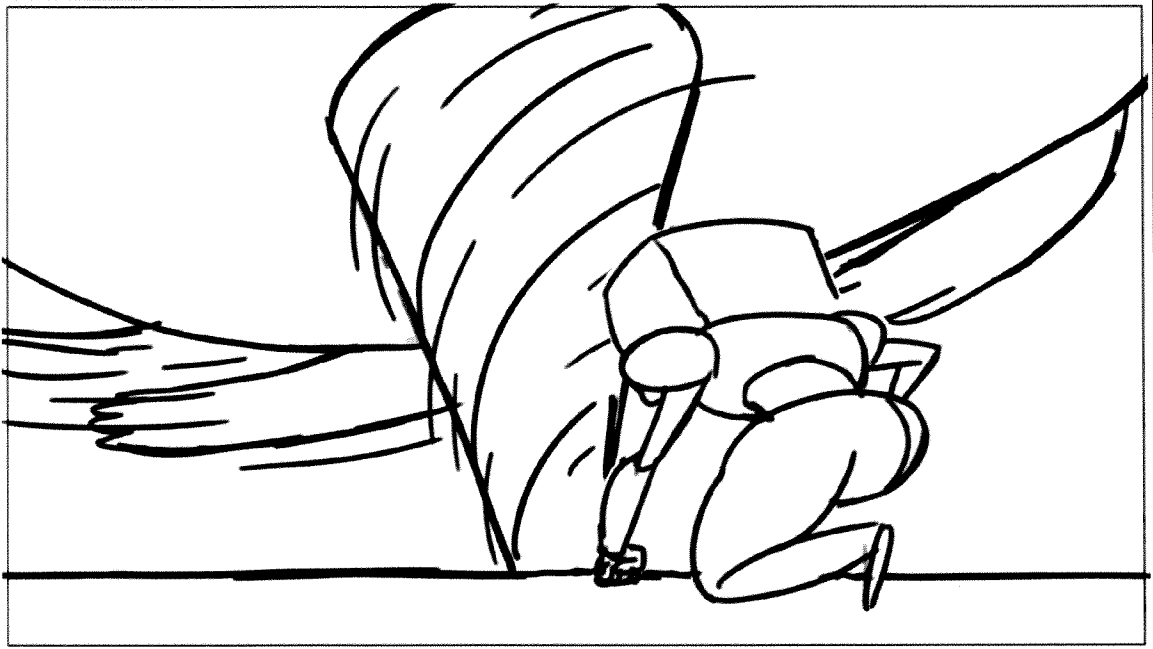
Scene	Panel
30	1
	
<p>Action Notes</p> <p>H/U to previous scene</p>	
<p>Slugging</p> <p>0.04</p>	

Scene	Panel
30	2
	
<p>Action Notes</p> <p>Garnety slides in to the base of the monster</p>	
<p>Slugging</p> <p>Panels 2 to 4 = 1.04</p> <p>JUN 17 2013</p>	

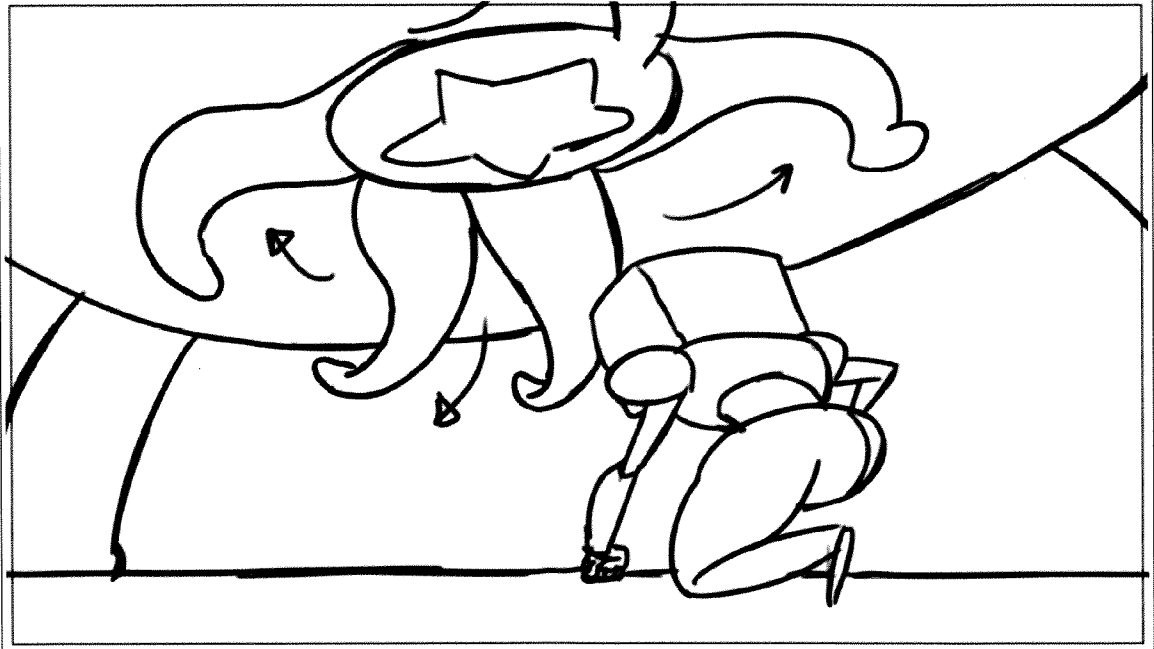
1020.009

1020.009

Scene 30 *cont* Panel 3

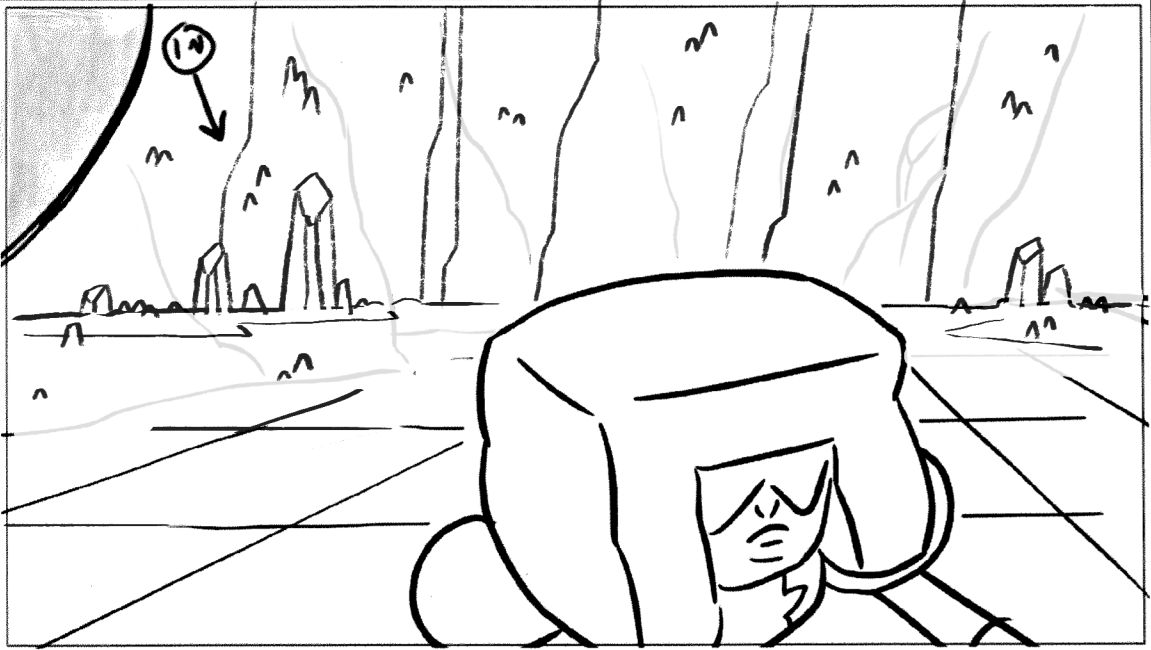


Scene 30 *cont* Panel 4



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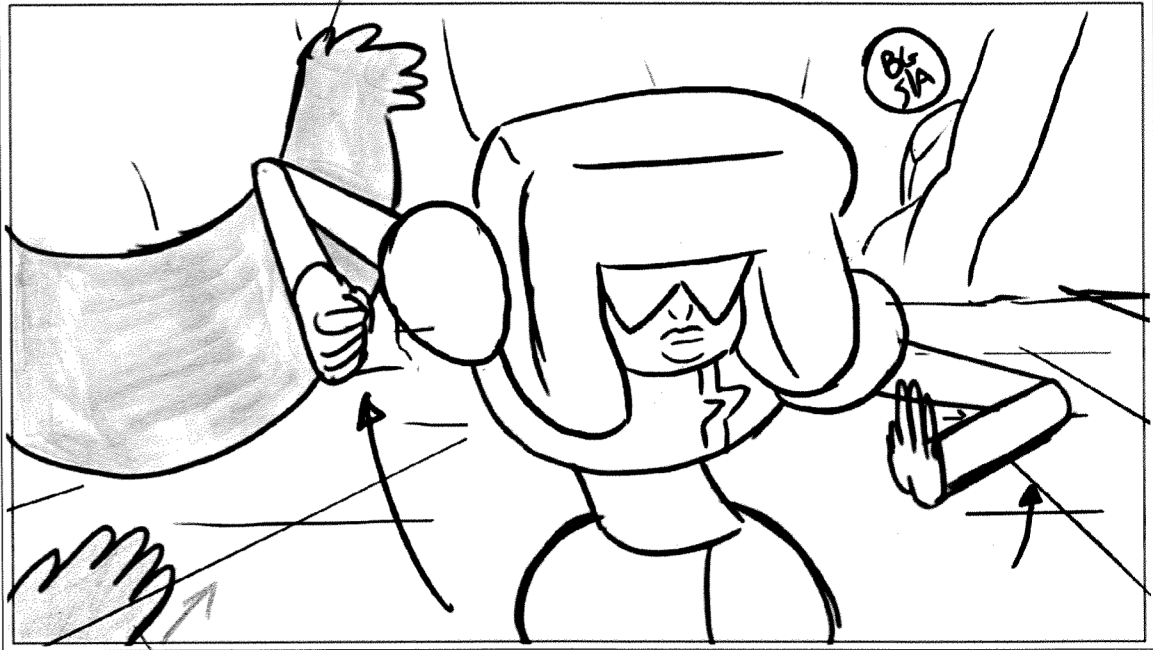
Scene	Panel
31	1



Slugging
0.06

Panels 1 to 16 total time = 3.15

Scene	Panel
31	2



Slugging
0.10

#2

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1020.009

1020.009

Scene	Panel
31	cont



Slugging
0.07

Scene	Panel
#4	31 cont 4

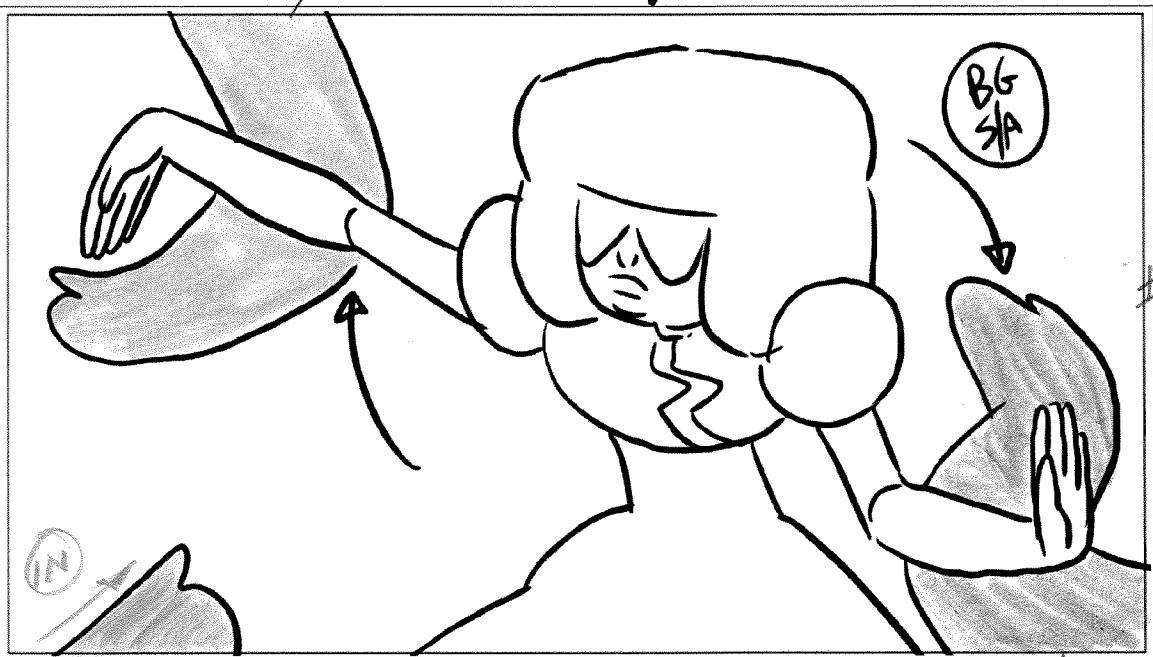


Slugging
Panels 4 + 5 = 0.09

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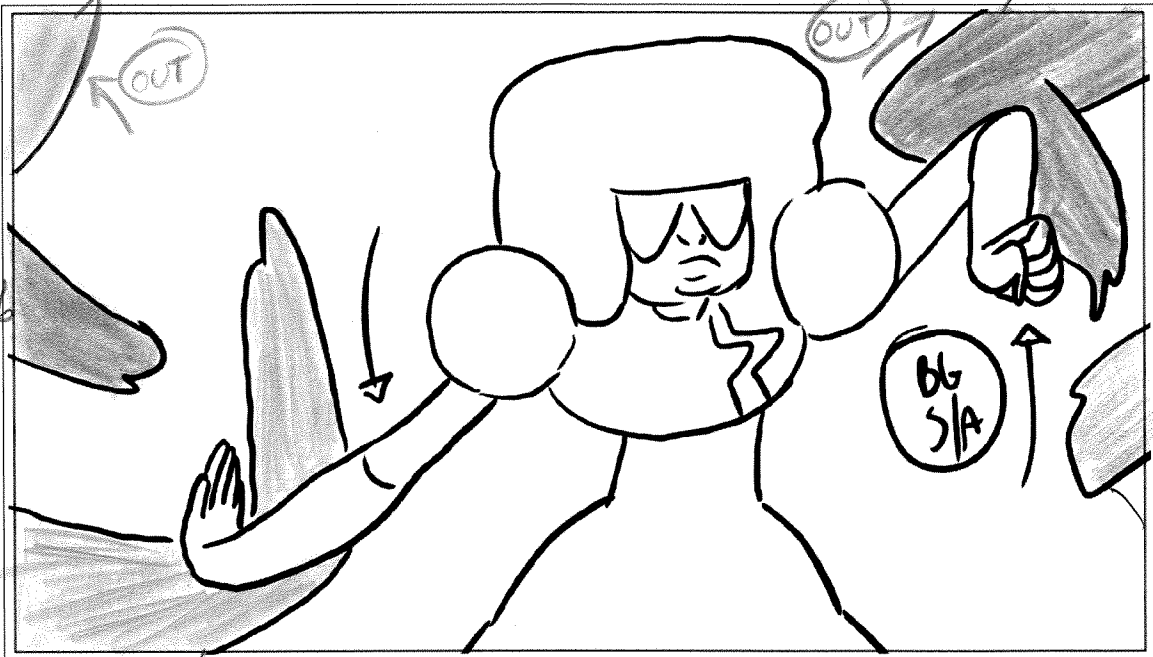
1020.009

Scene 31 Panel 5
CONT



#5

Scene 31 Panel 6
CONT



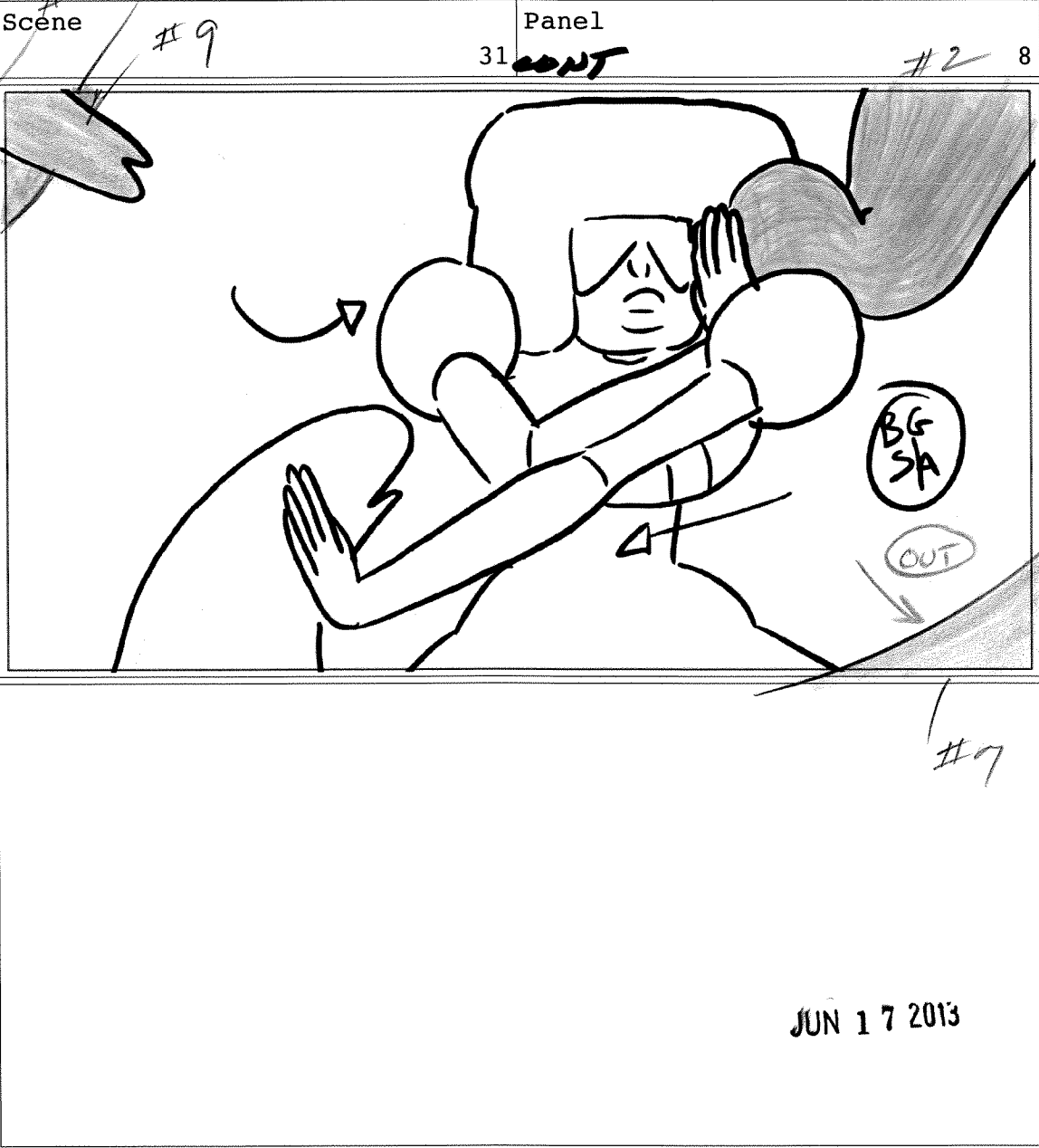
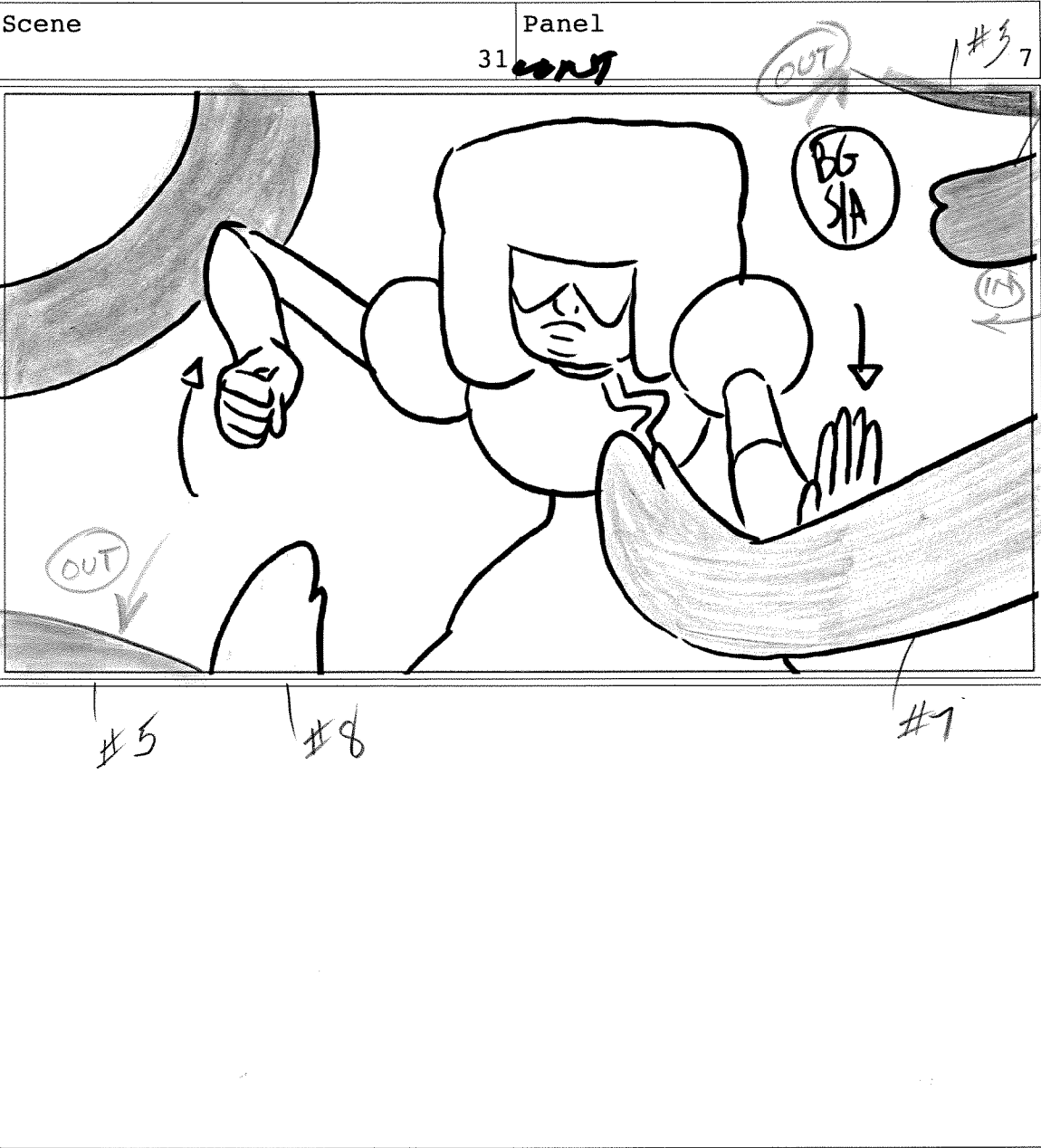
Slugging
Panels 6 to 16 = 2.08
#5

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1020.009

1020.009



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1020.009

1020.009

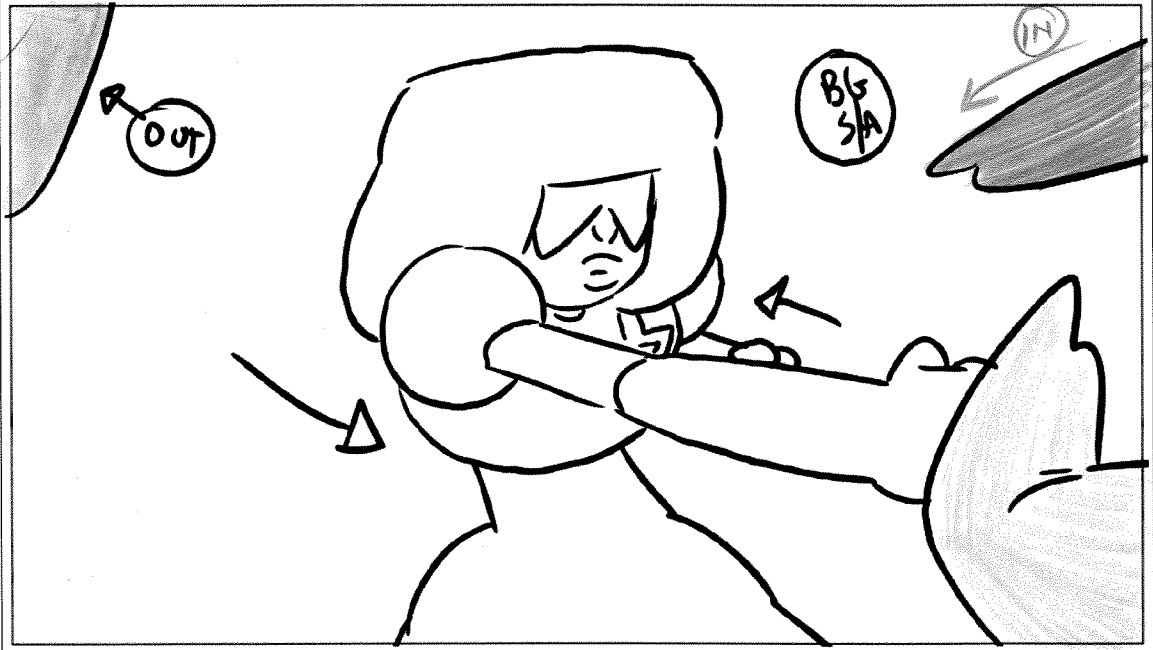
1020.009

Scene *#9* Panel 31 *cont* 9



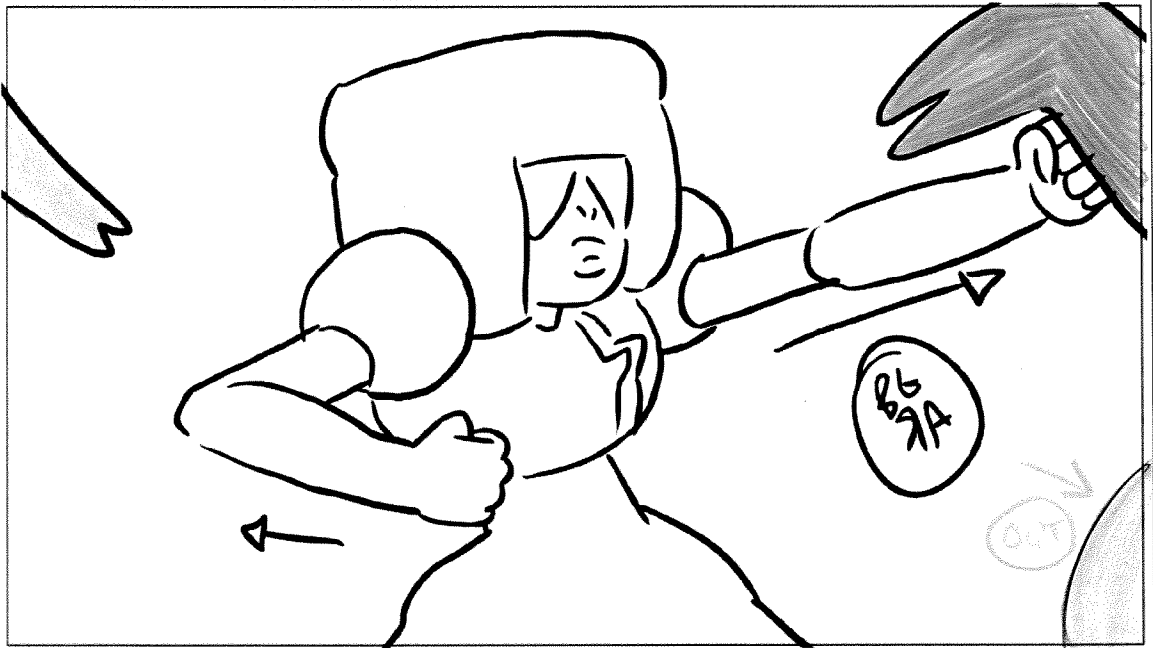
#10

Scene 31 Panel *cont* 10

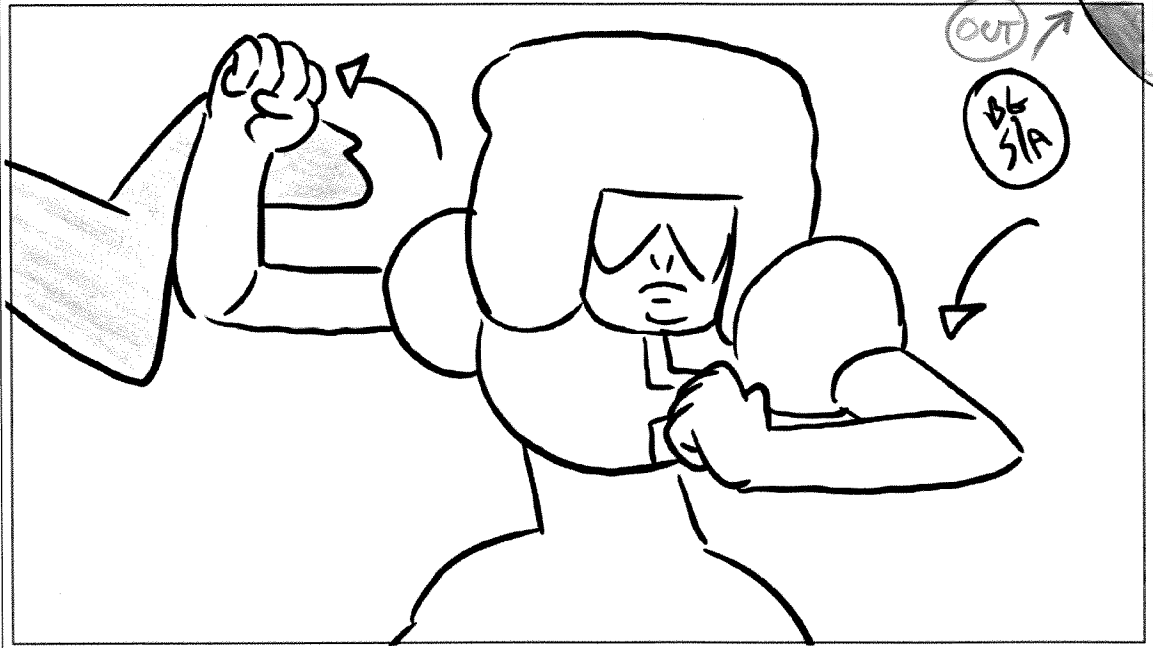


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Scene 31 Panel 11
CONT #1



Scene 31 Panel 12
CONT



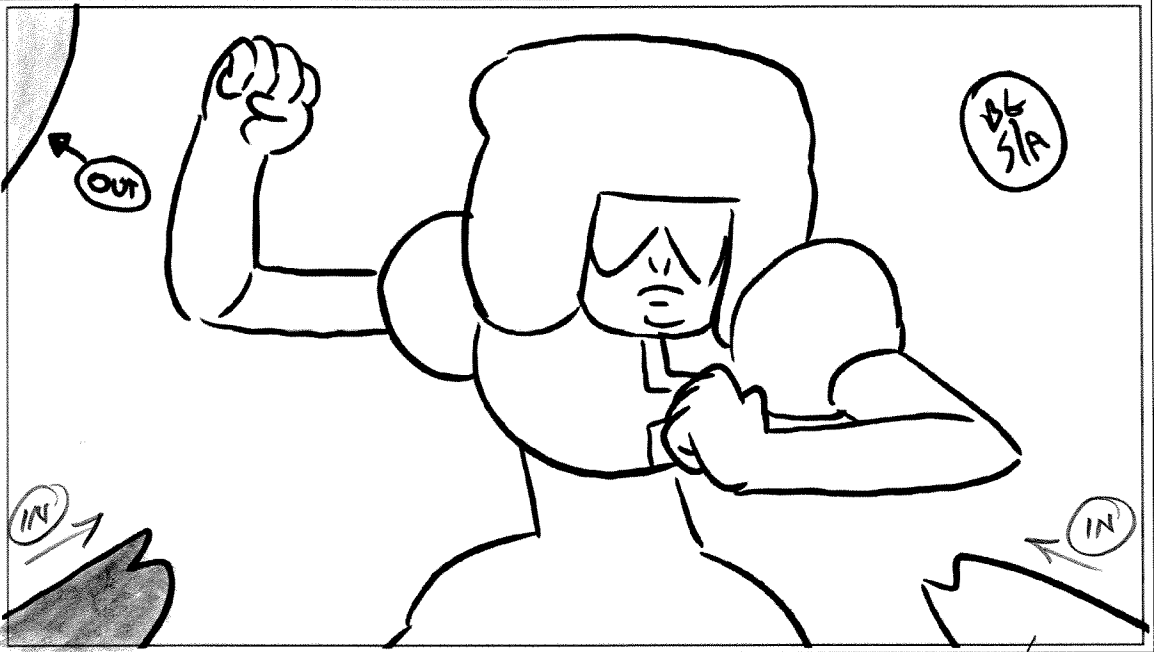
JUN 17 2013

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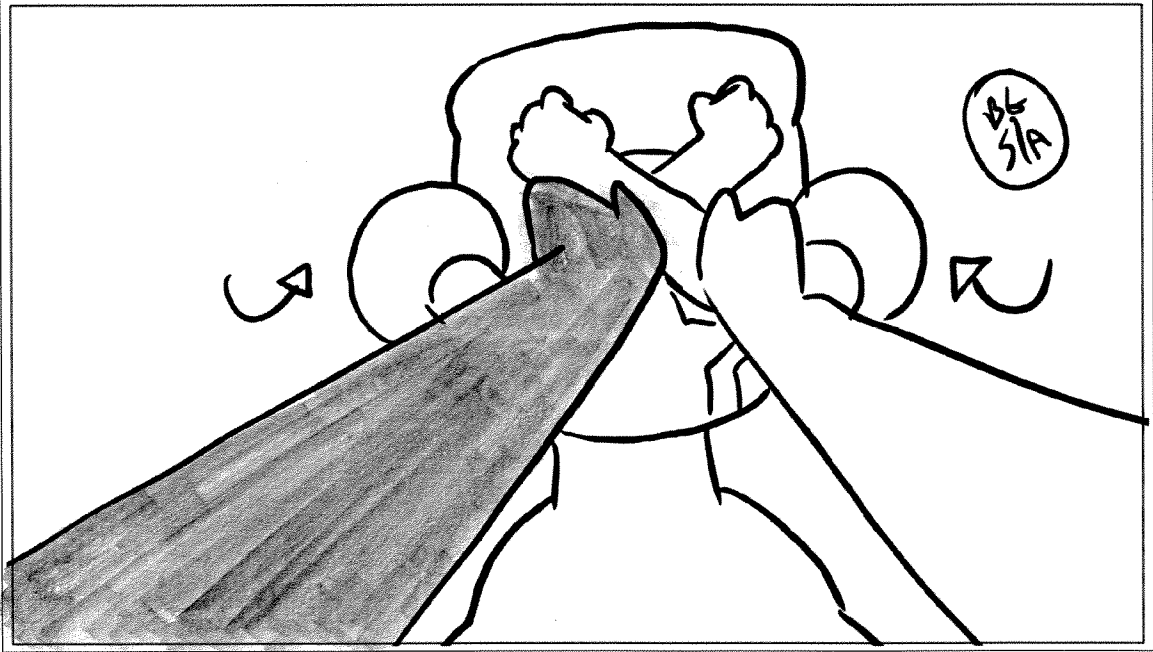
1020-009

1020-009

Scene 31 Panel 13
cont

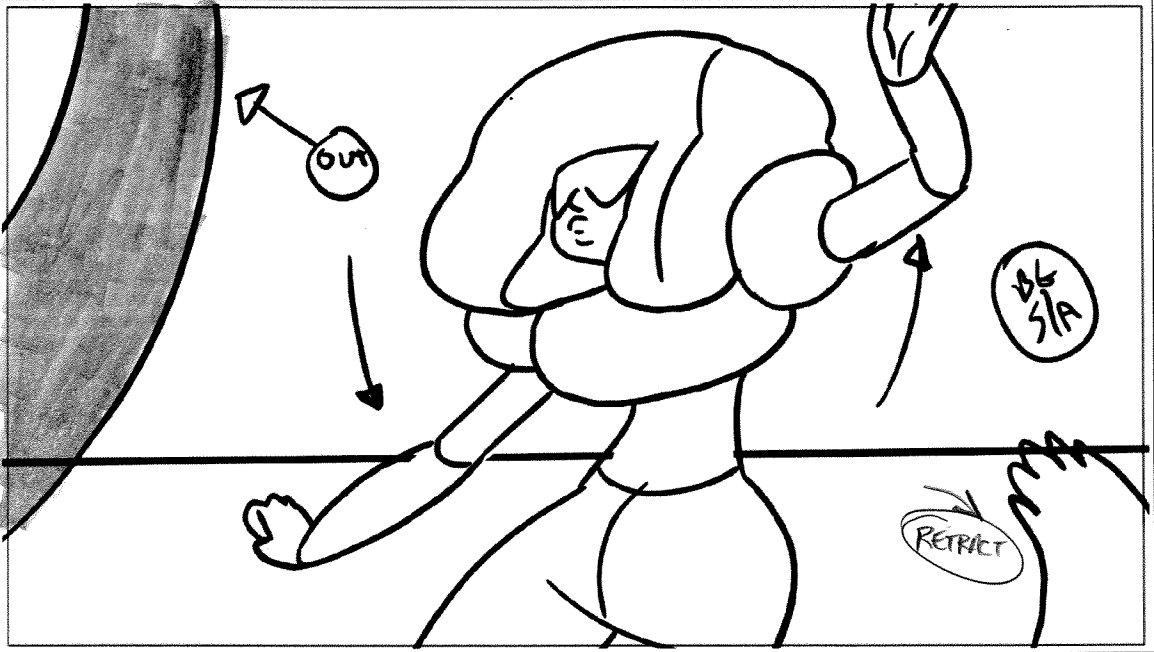


Scene 31 Panel 14
cont



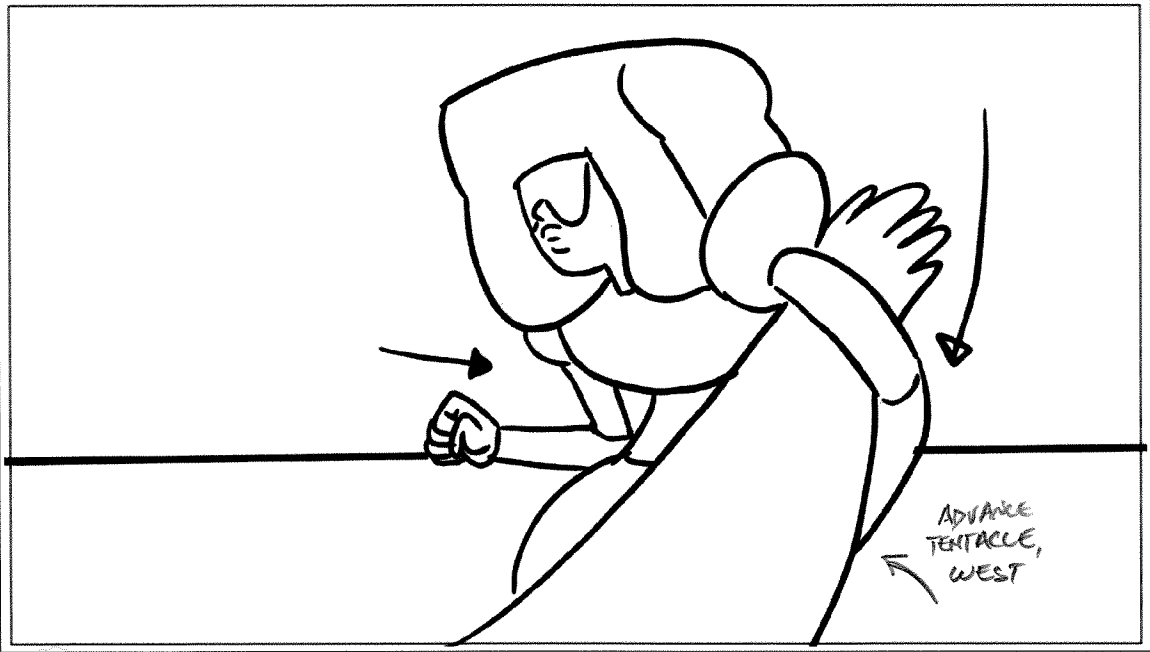
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Scene 31 Panel 15



Slugging
0.06

Scene 31 Panel 16



Slugging
0.08

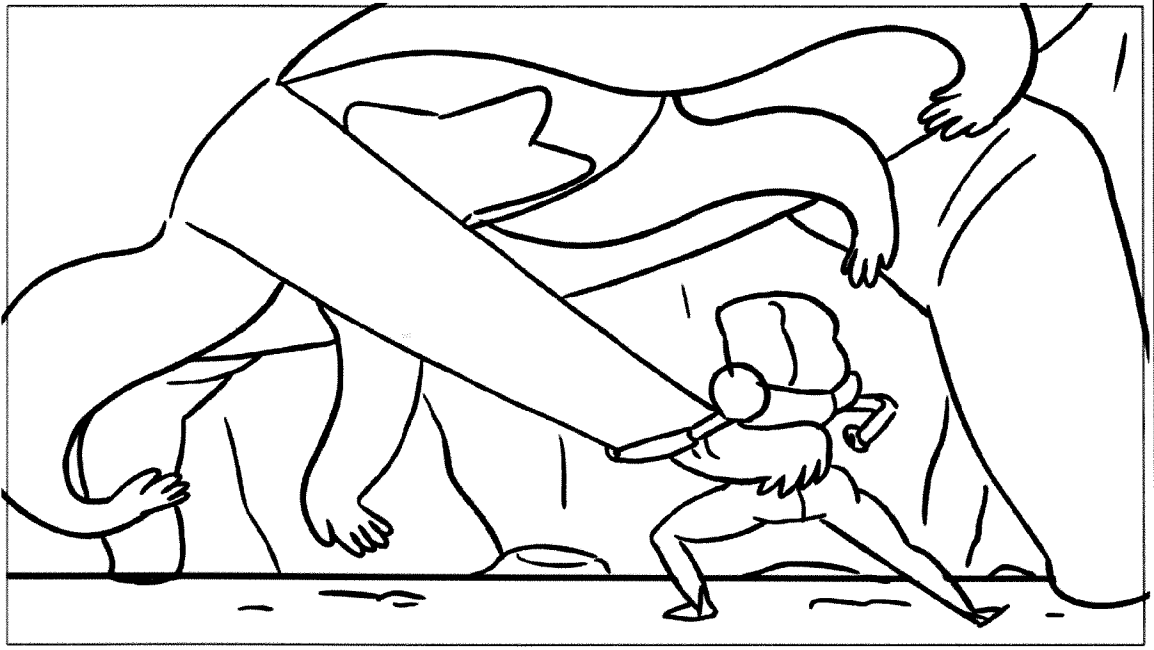
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1020.009

1020.009

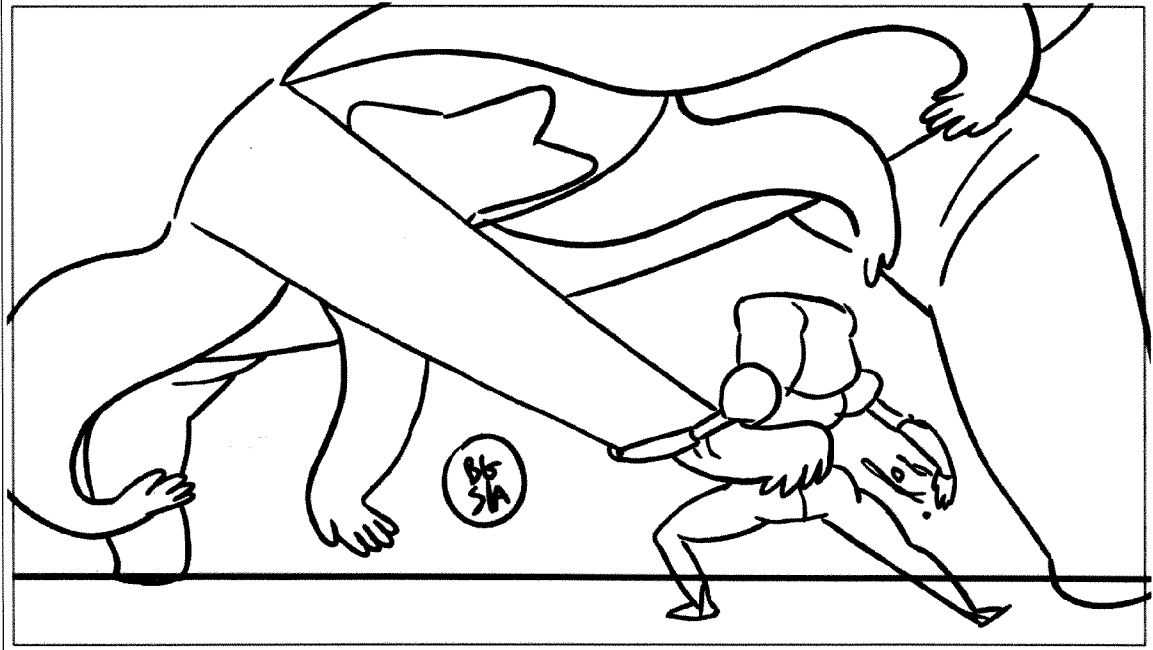
1020.009

Scene	Panel
32	1



Slugging
0.07

Scene	Panel
32	2 <i>cont</i>



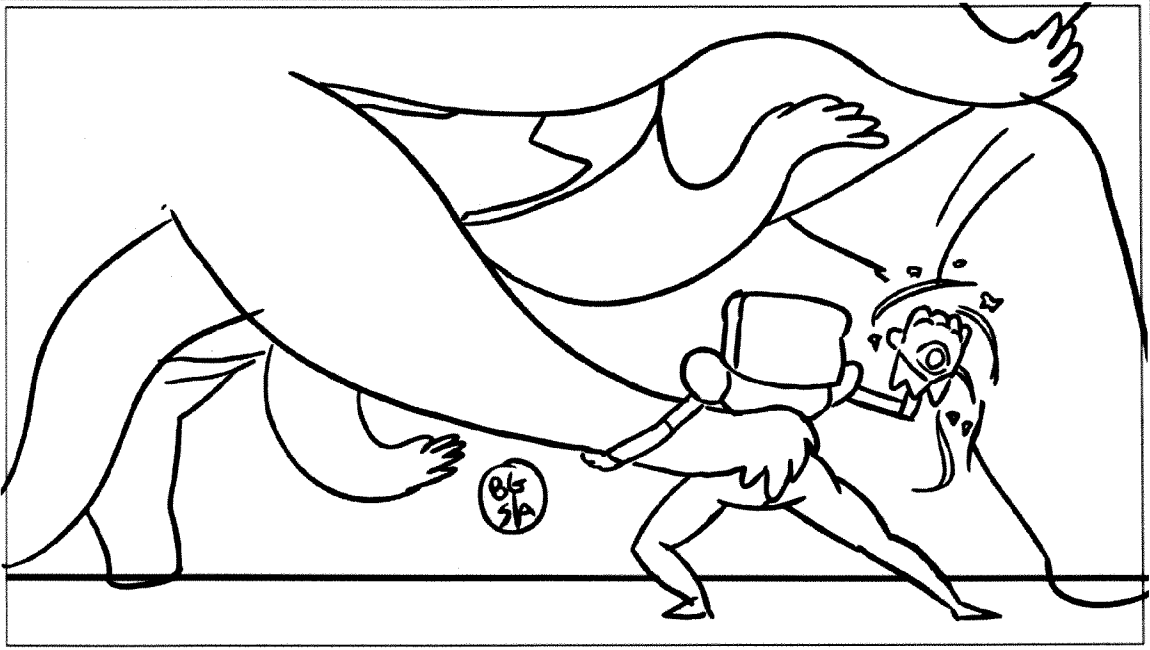
Slugging
0.07

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1020-009

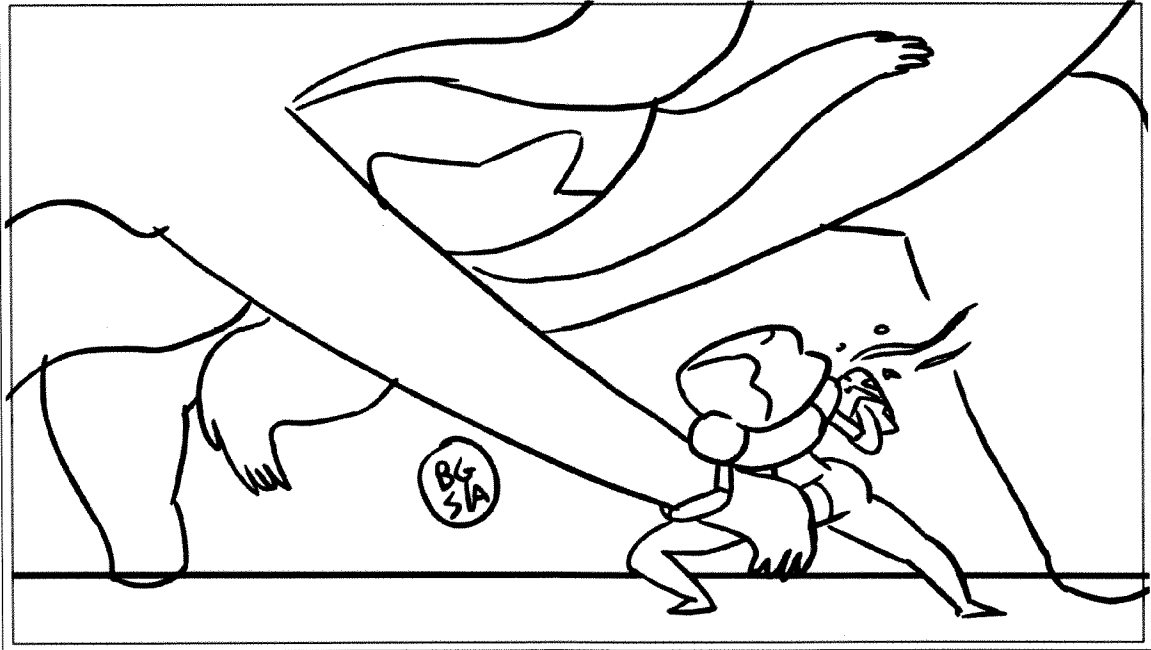
1020-009

Scene 32 Panel 3
cont



Slugging
0.12

Scene 32 Panel 4
cont



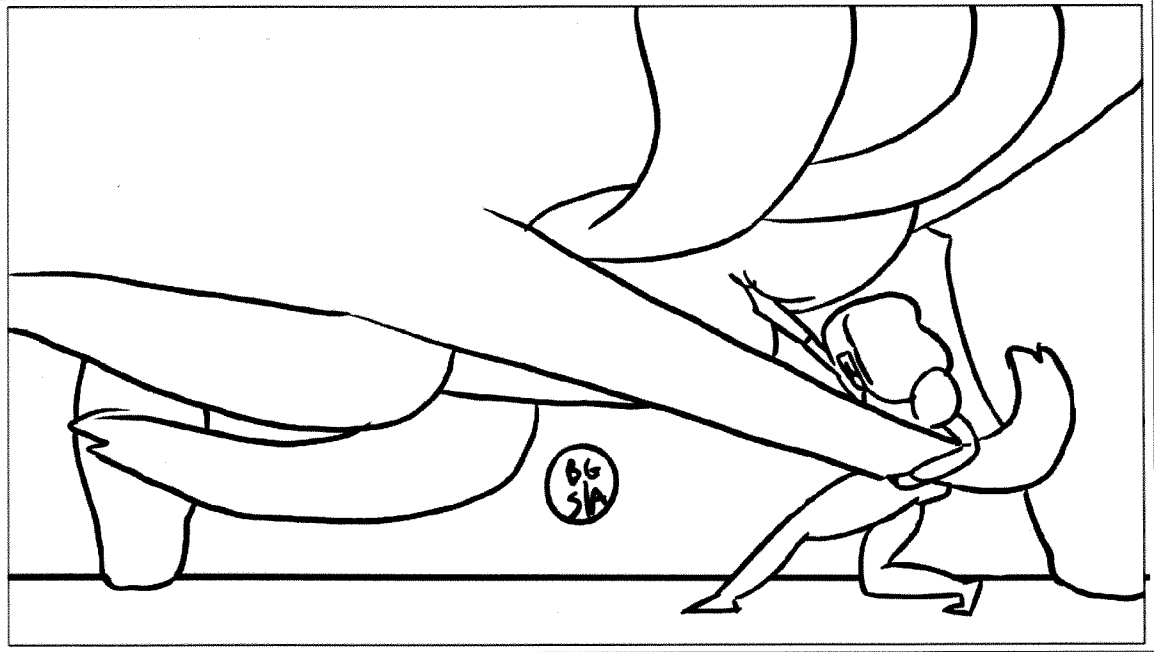
Slugging
0.06

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1020.009

1020.009

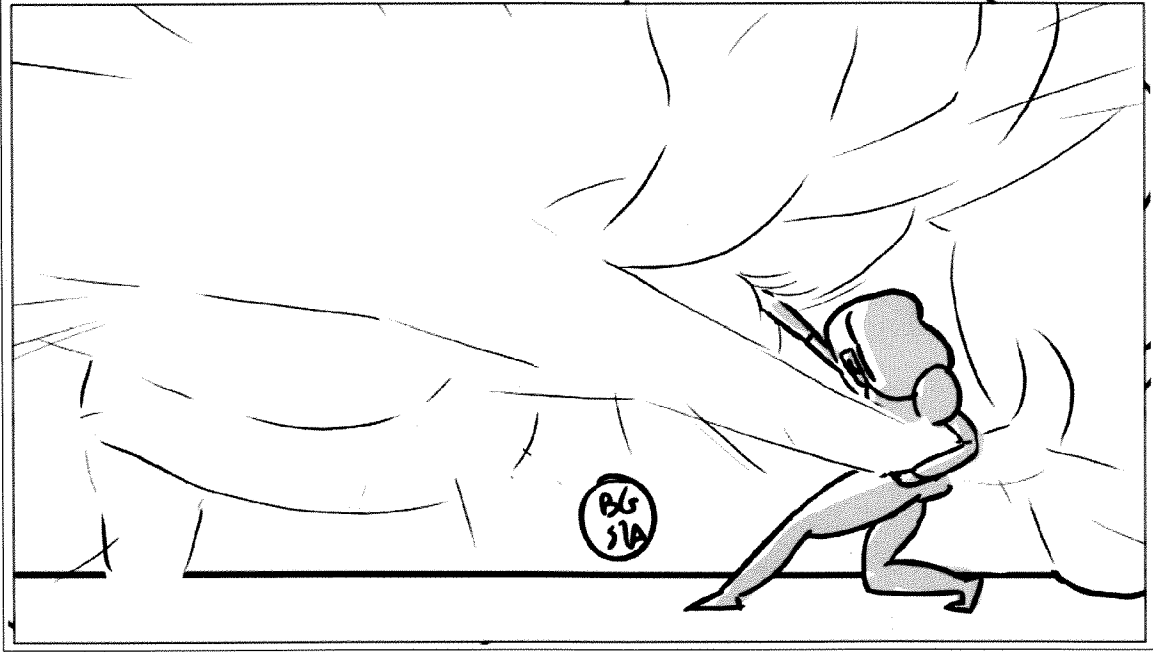
Scene	Panel
32	cont
5	



Action Notes
Garnet pulls monster towards herself as she punches

Slugging
1.02

Scene	Panel
32	cont
6	



Action Notes
monster explodes into smoke

Slugging
0.12

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1020.009

1020.009

Scene	Panel
32	CONT 7

Slugging
0.02

Scene	Panel
32	CONT 8

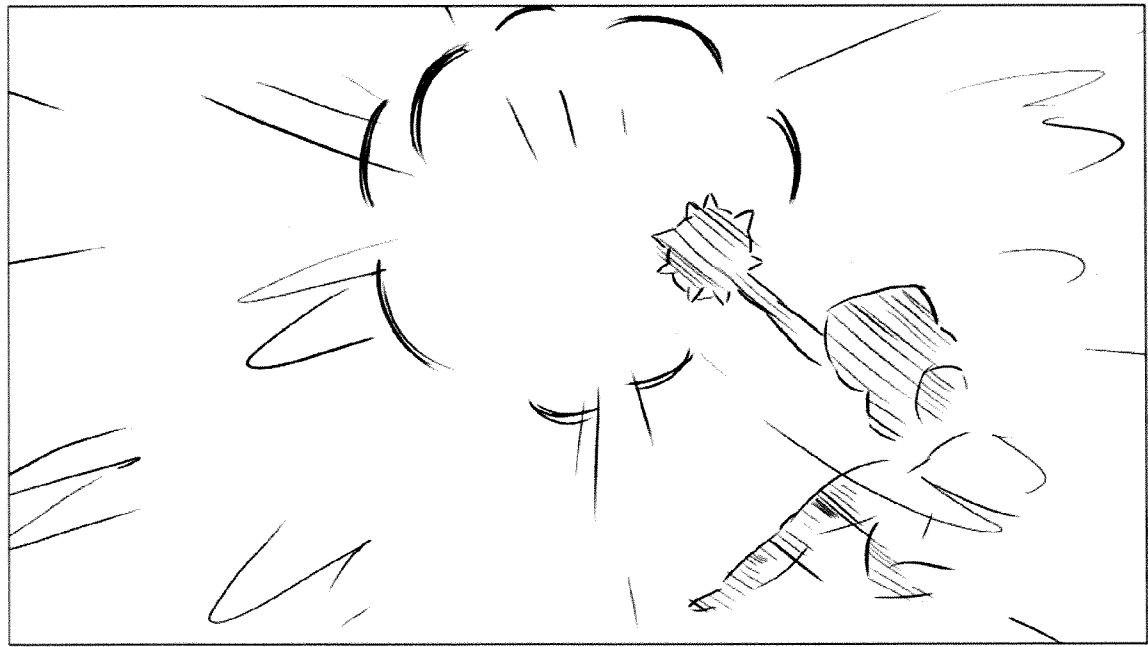
Slugging
0.02

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1020.009

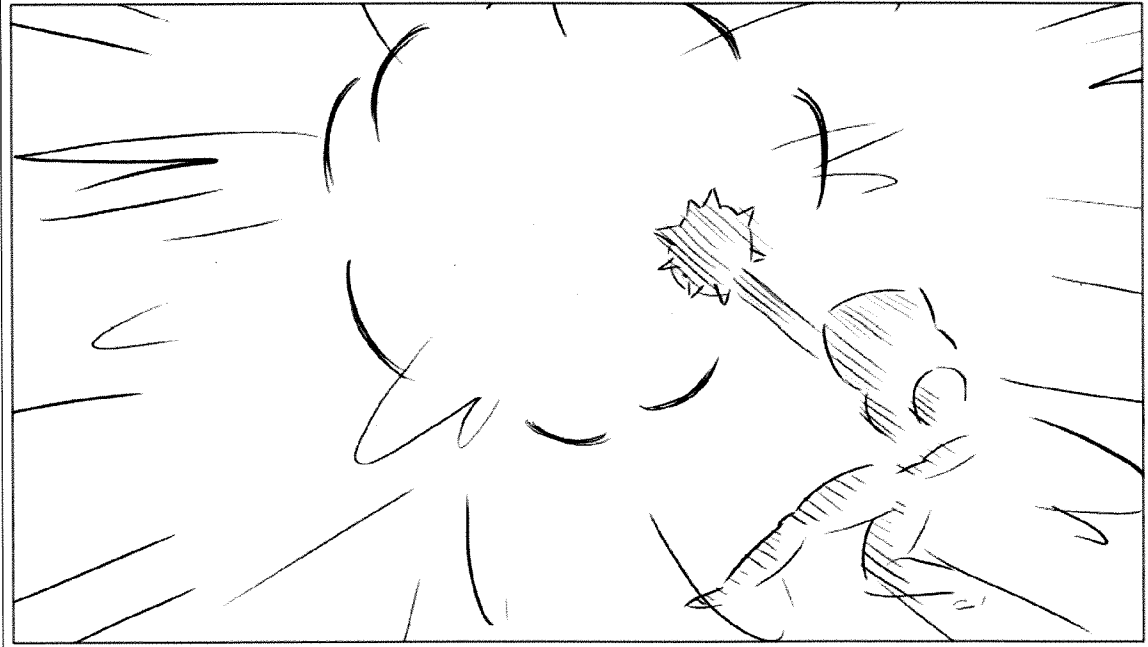
1020.009

Scene	Panel	
32	CONT	9



Slugging
0.02

Scene	Panel	
32	CONT	10



Slugging
0.02

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1020.009

1020.009

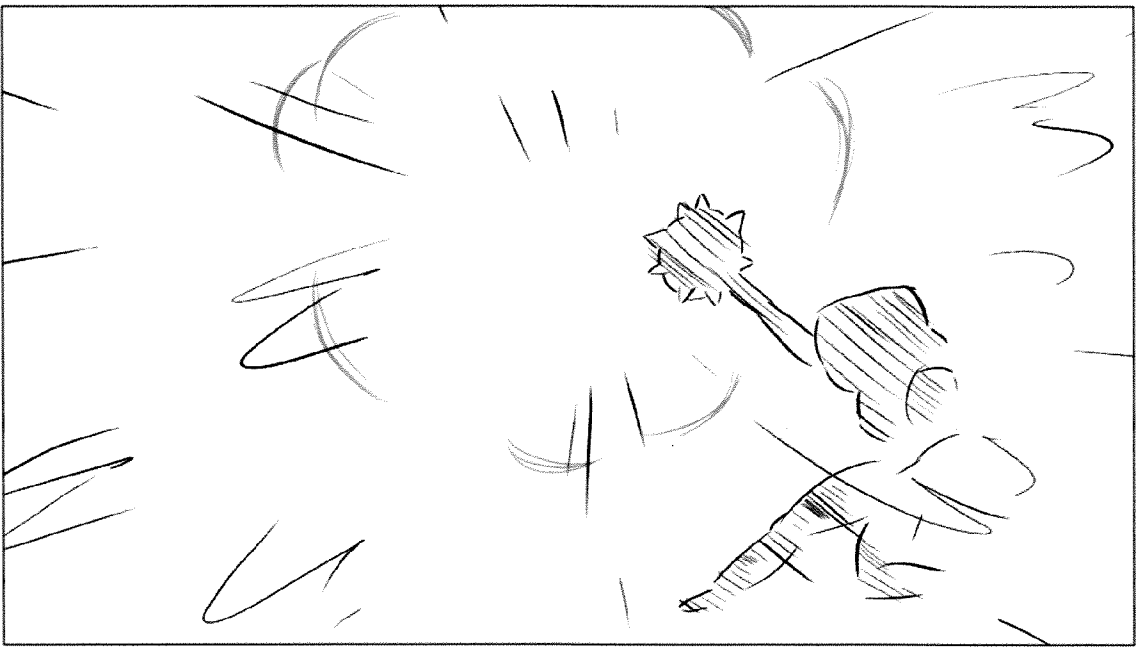
1020.009

Scene	Panel
32	cont 11



Slugging
0.02

Scene	Panel
32	cont 12



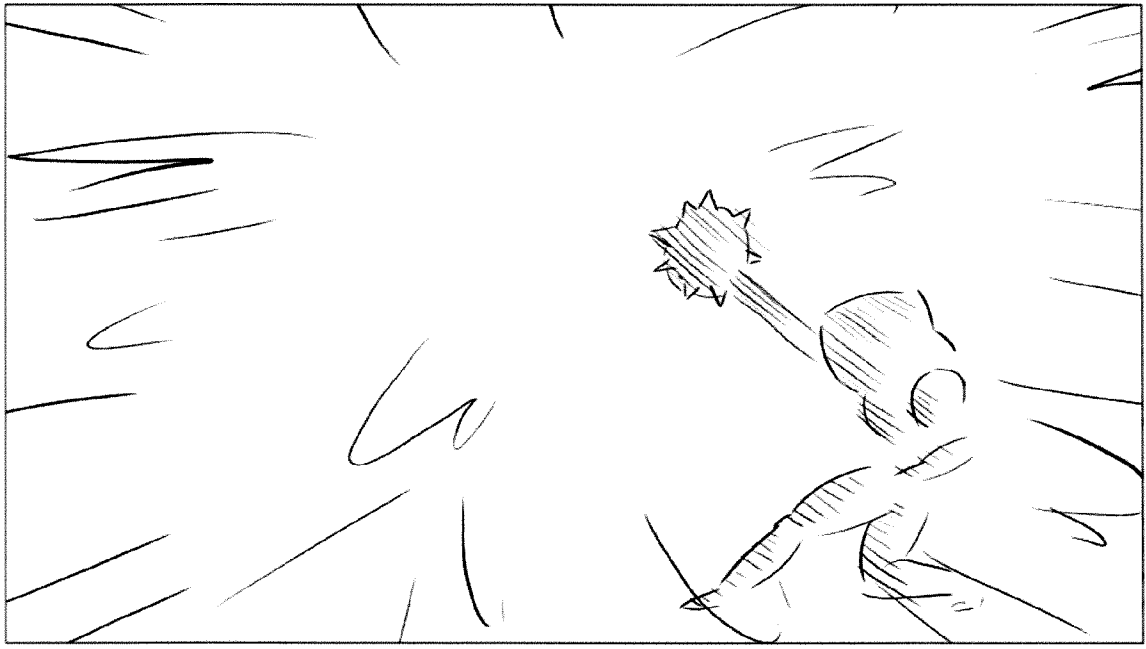
Slugging
0.02

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1020.009

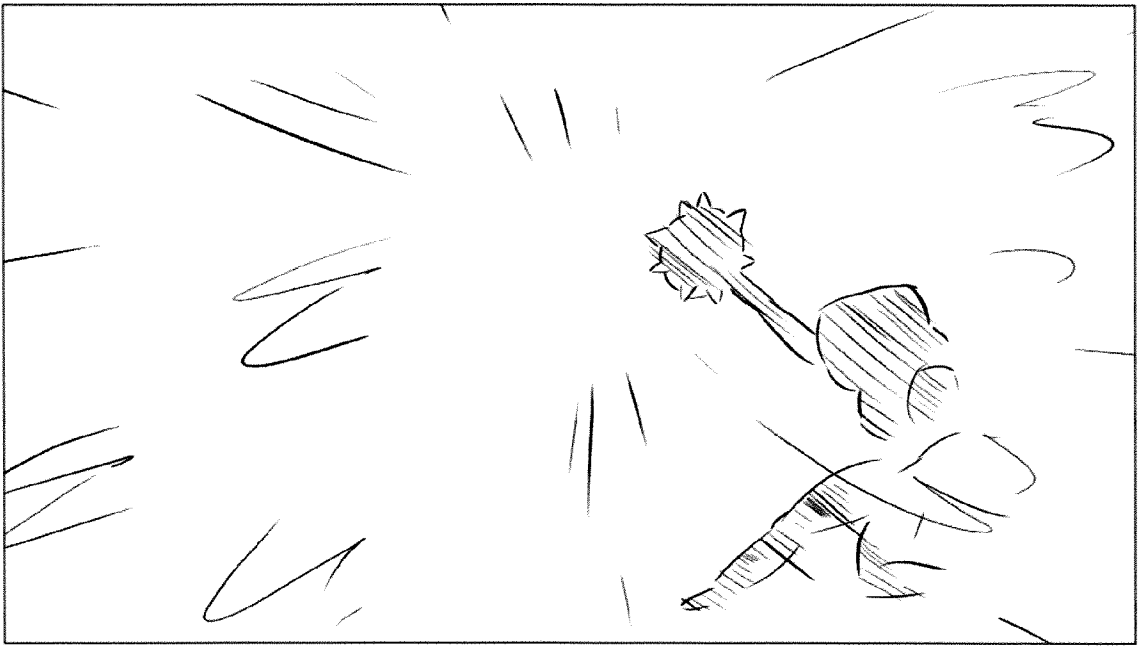
1020.009

Scene	Panel
32	CONT .13



Slugging
0.02

Scene	Panel
32	CONT 14



Slugging
0.06

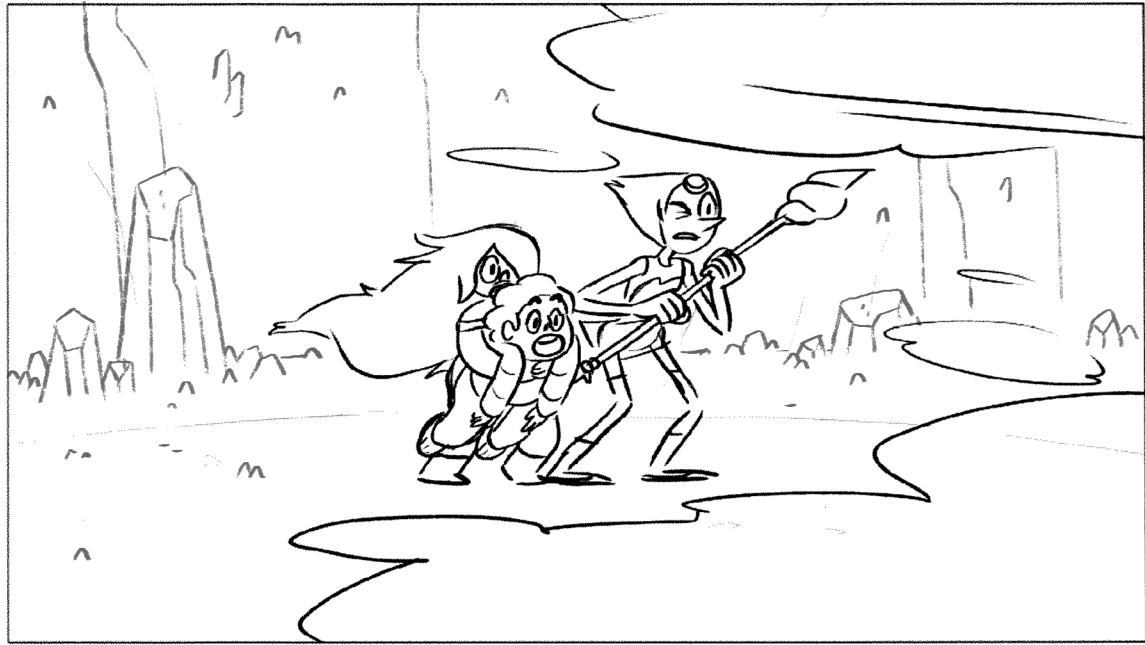
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1020.009

1020.009

1020.009

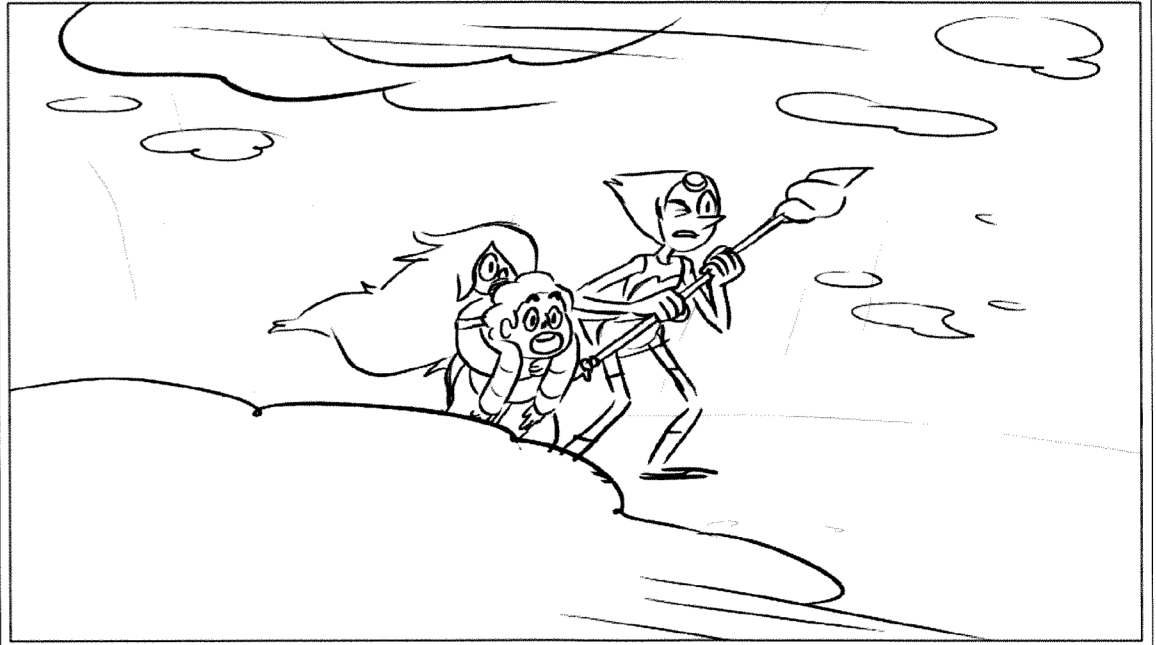
Scene	Panel
33	1



Action Notes
smoke blows past A,P,and S

Slugging
0.04

Scene	Panel
33	2



Slugging
0.08

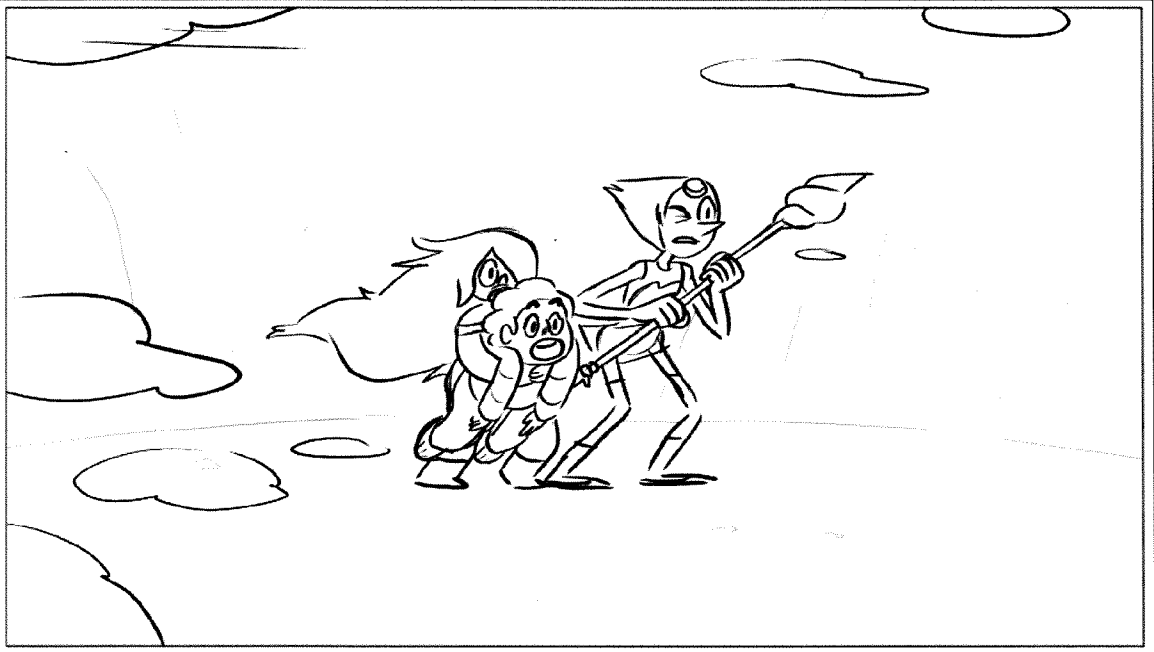
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1020.009

1020.009

1020.009

Scene	Panel
33	3



Dialog
STEVEN: WOW.

Slugging
1.09

Scene	Panel
34	1



Slugging
Panels 1 to 9 = 3.11

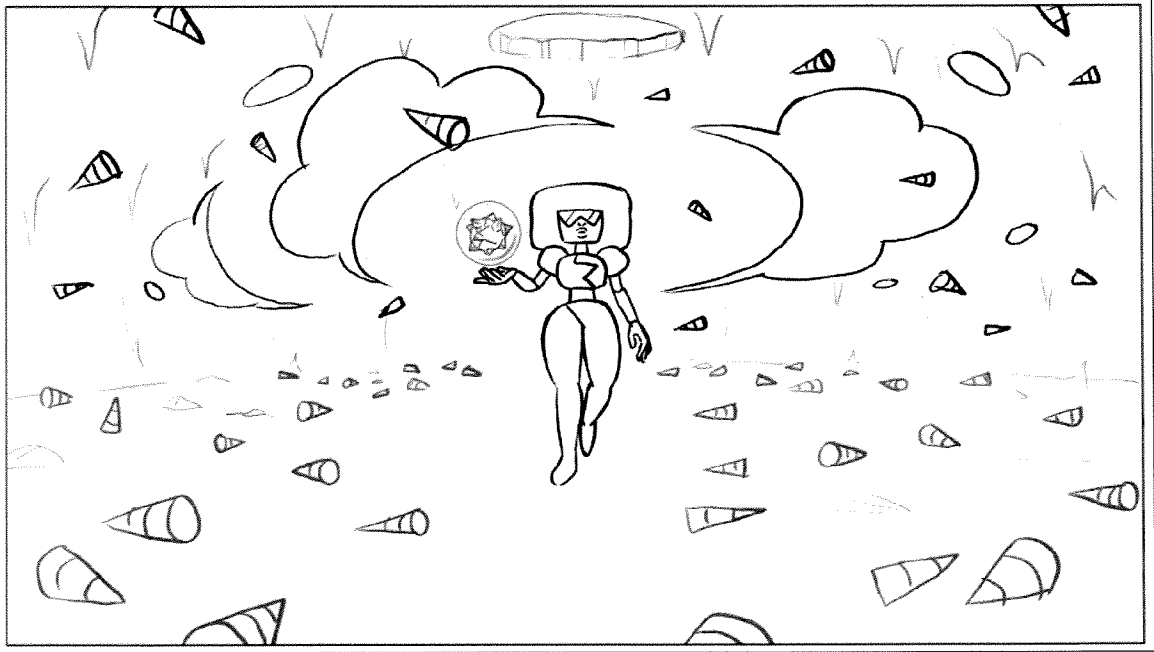
JUN 17 2013

1020.009

1020.009

1020.009

Scene 34 Panel 2



Action Notes
Garnet walking towards camera with a gem floating above her hand

Scene 34 Panel 3



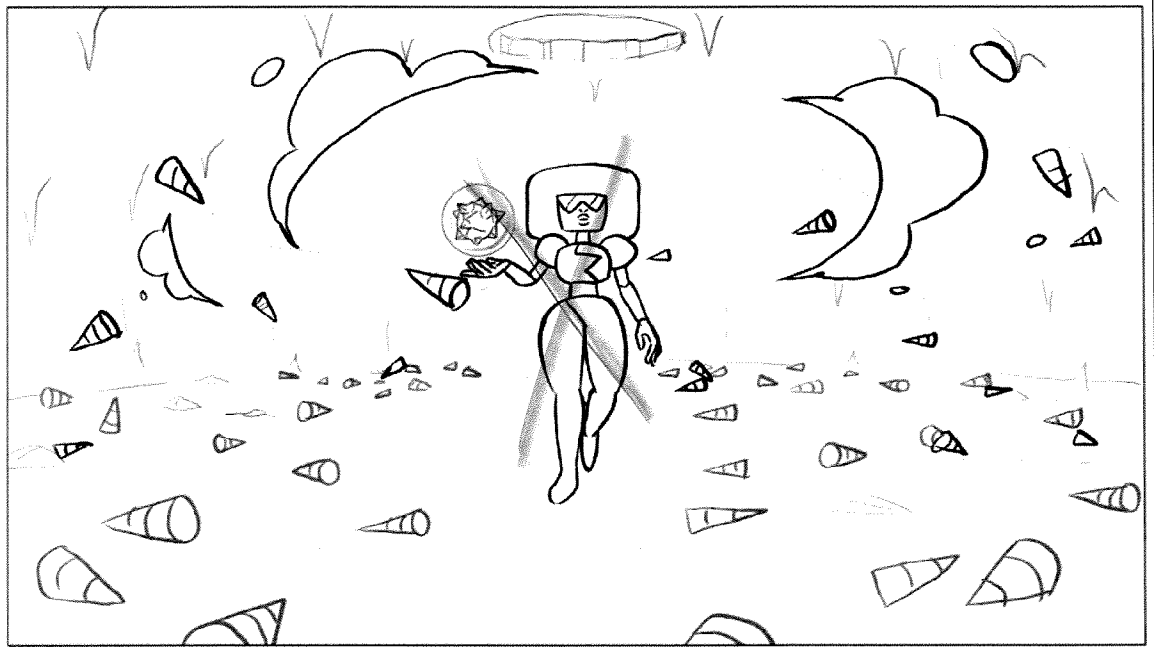
7 2013

1020.009

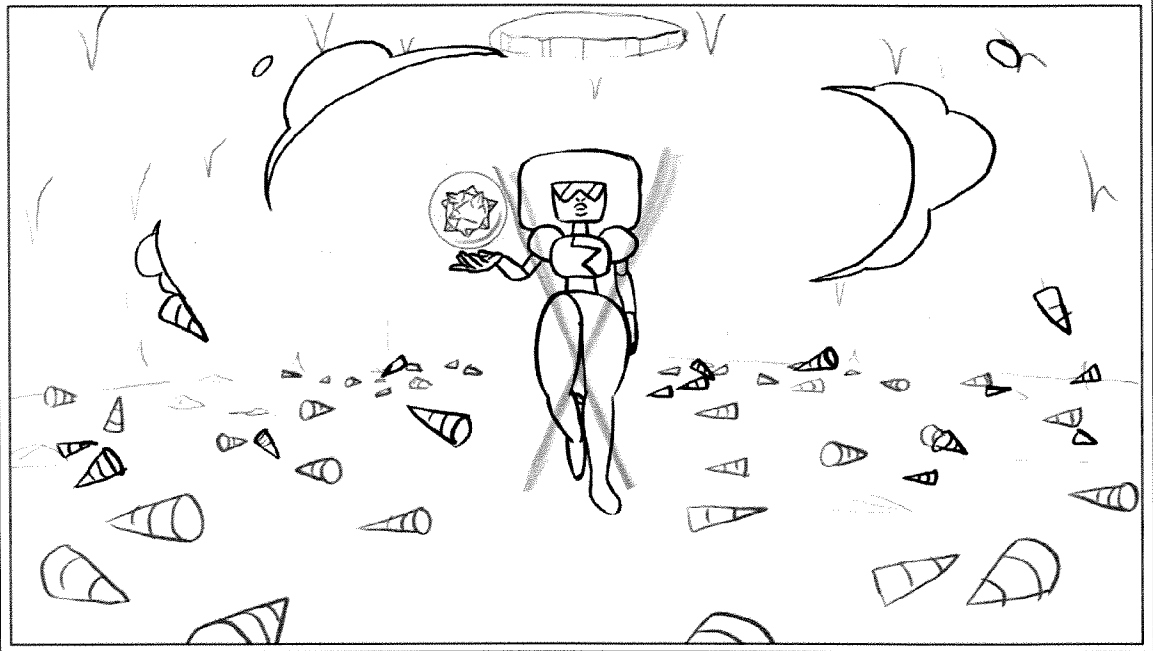
1020.009

1020.009

Scene 34 Panel 4



Scene 34 Panel 5



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1020.009

1020.009

Scene 34 Panel 6



Scene 34 Panel 7



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1020:009

1020:009

Scene	Panel	
34	cont	8

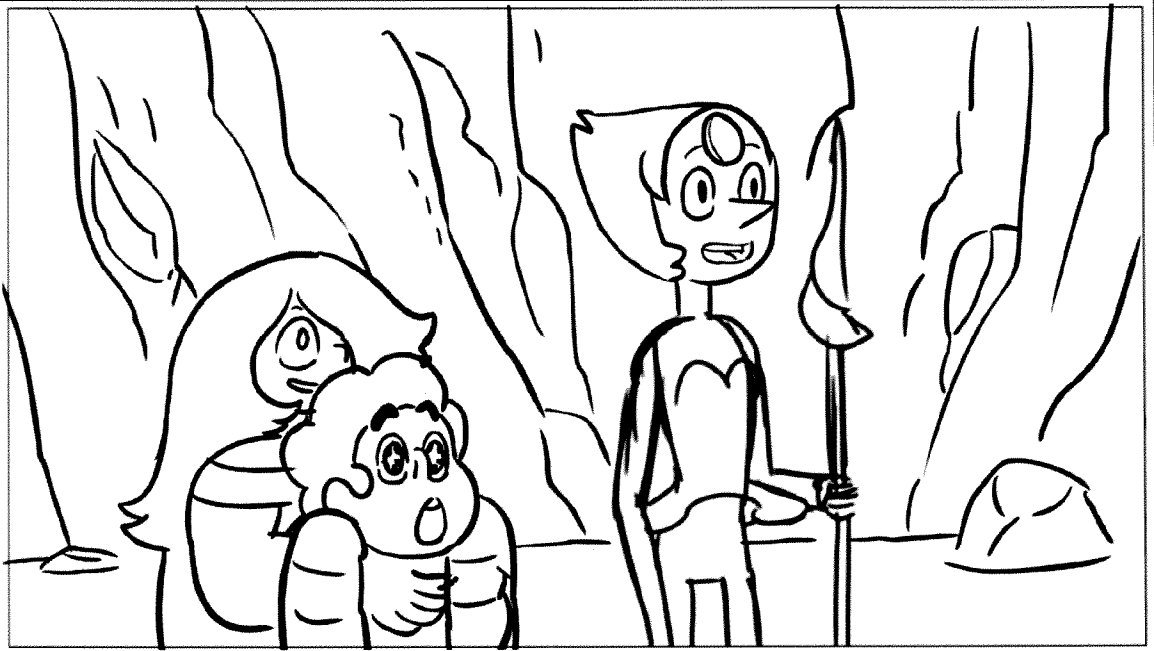


Scene	Panel	
34	cont	9



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Scene	Panel
35	1



Dialog

STEVEN: (*TOTALLY AMAZED) SHE'S SO FAST.

Slugging

3.03

Scene	Panel
35	2



Dialog

STEVEN: GARNET, YOU'RE AMAZING!

Slugging

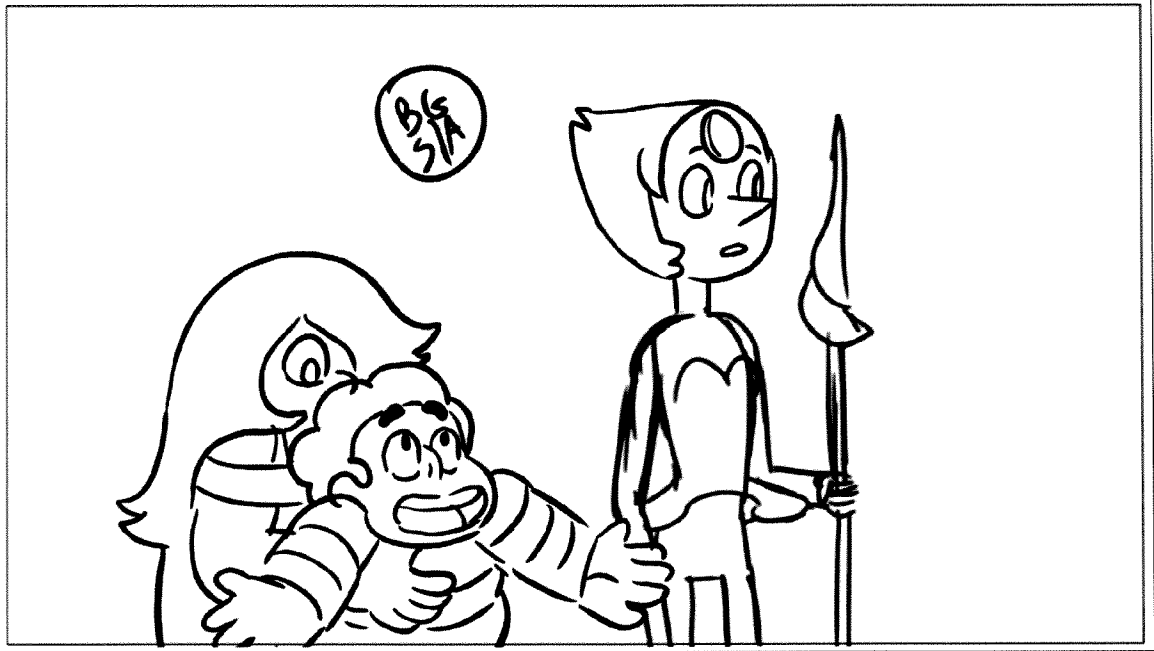
2.03

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1020.009

1020.009

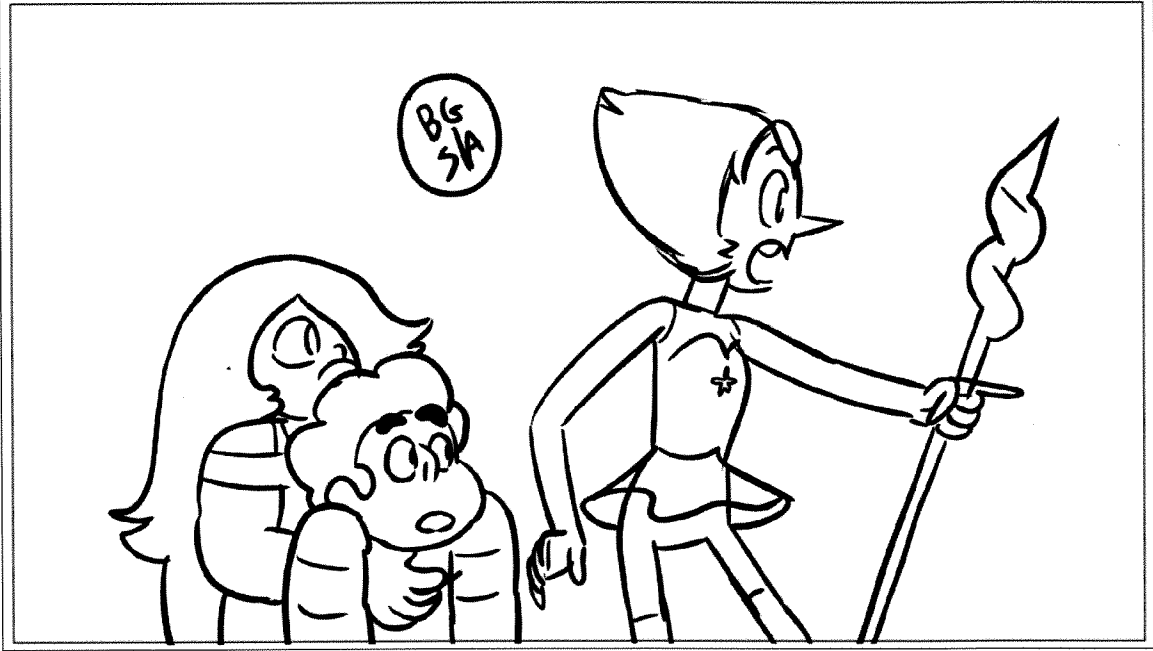
Scene	Panel
35	CONT 3



Dialog
STEVEN: HOW'D YOU EVEN DO THAT?!

Slugging
2.06

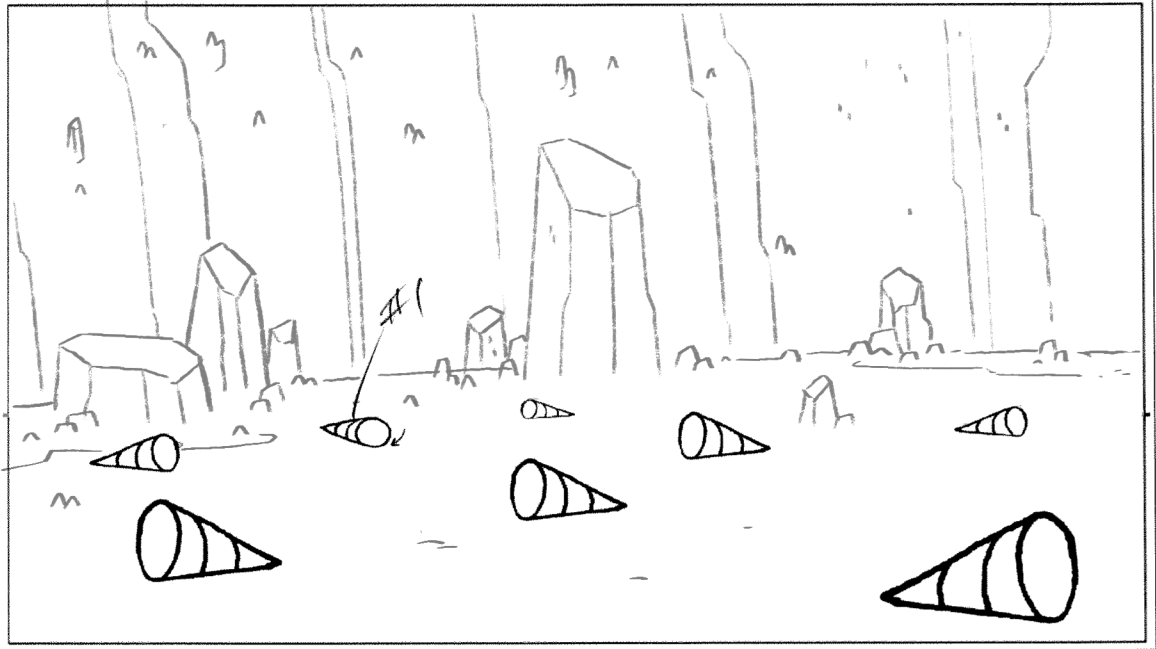
Scene	Panel
35	CONT 4

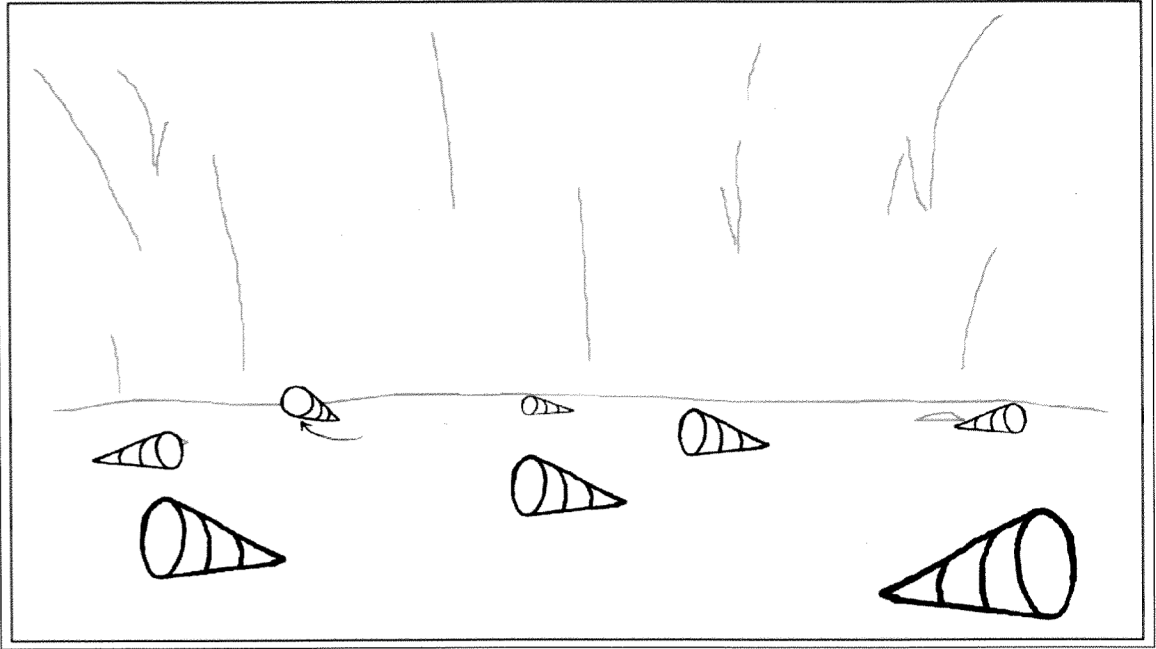


Dialog
PEARL: LOOK!

Slugging
0.15

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Scene 36	Panel 1
	
Dialog PEARL: THE LITTLE ONES...	
Slugging 1.01	

Scene 36	Panel 2
	
Dialog PEARL: ...DIDN'T...	
Slugging 0.04	

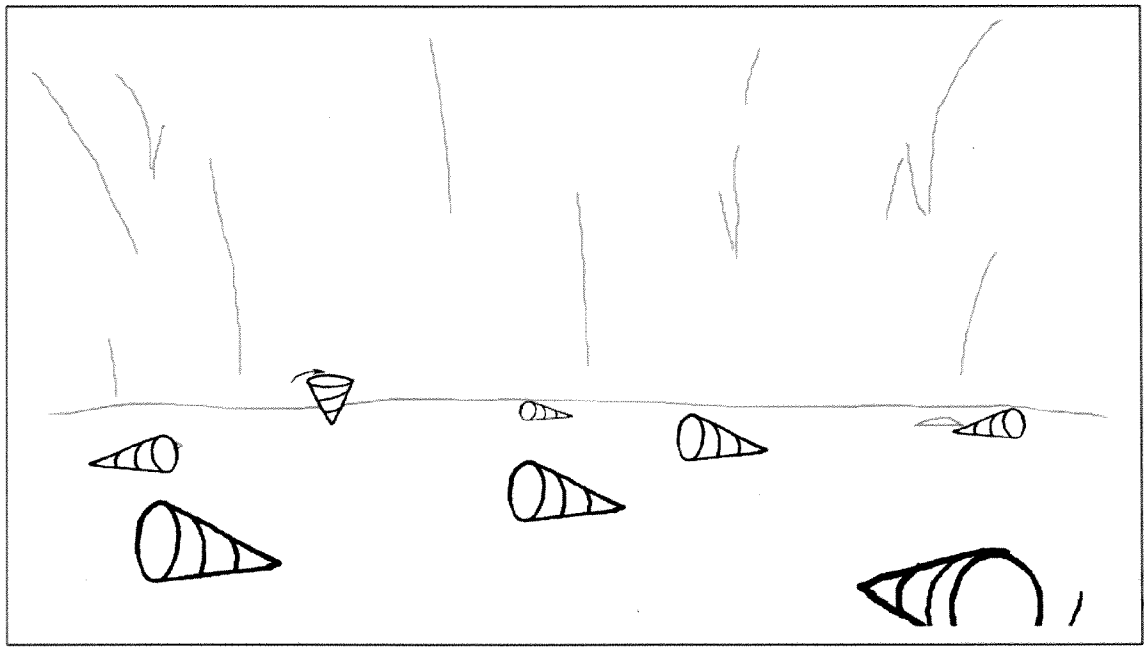
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1020.009

1020.009

1020.009

Scene	Panel
36	cont 3



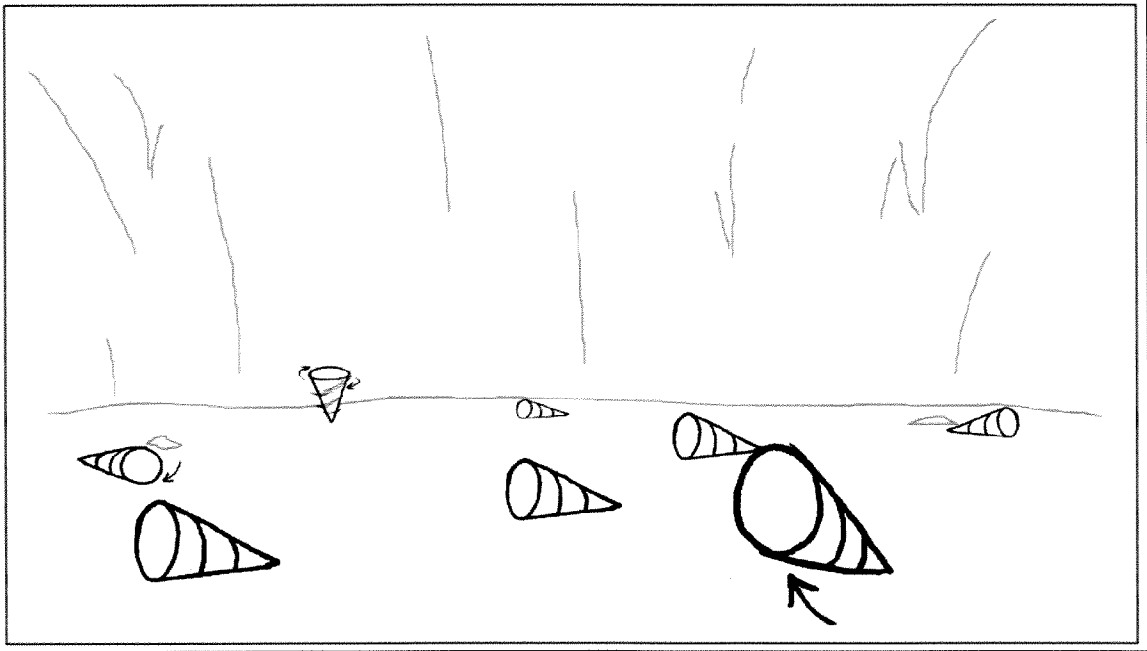
Dialog

PEARL: ...EXPLODE!

Slugging

0.04

Scene	Panel
36	cont 4

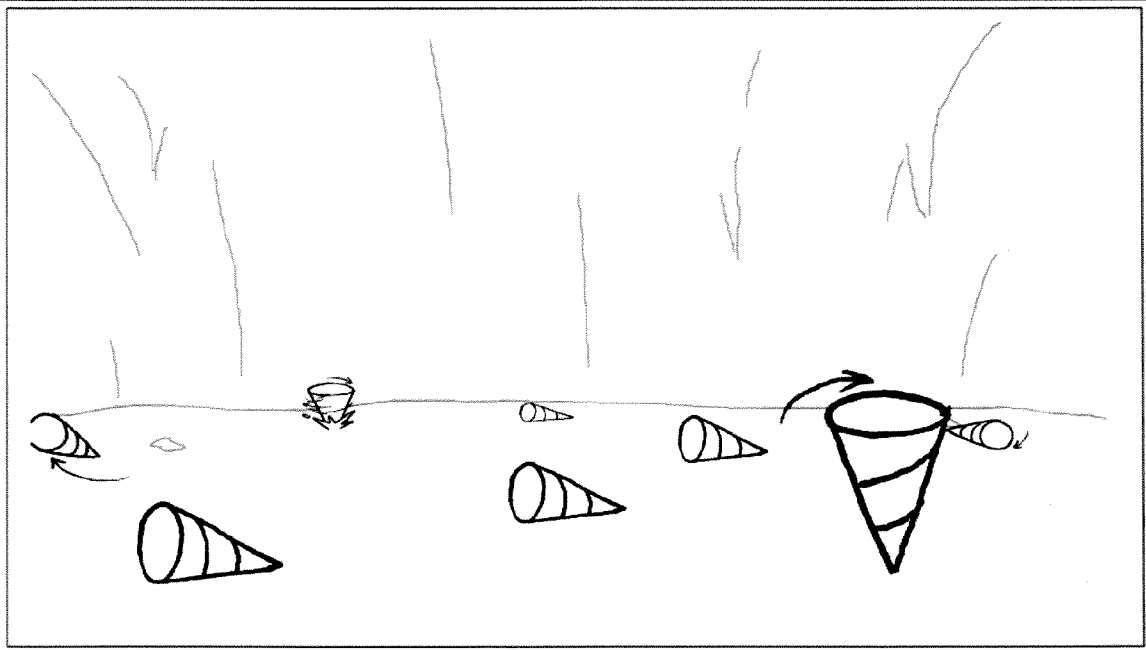


Slugging

0.04

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Scene	Panel
36	cont 5



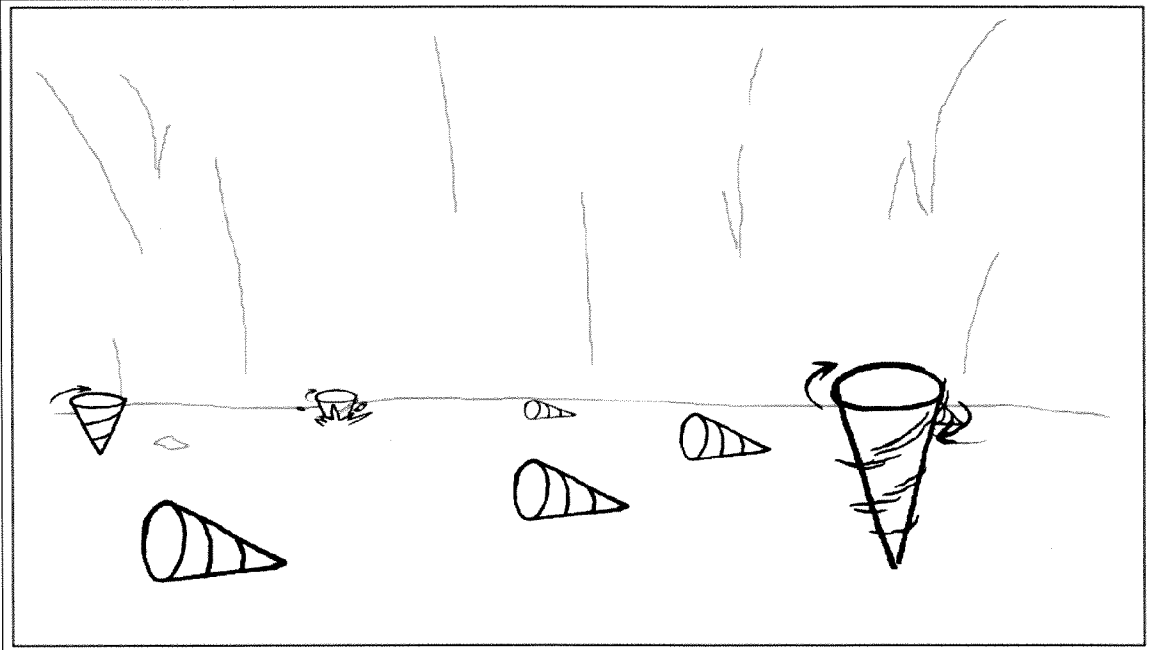
Action Notes

Spike stand up on their point and start drilling into the ground

Slugging

0.04

Scene	Panel
36	cont 6



Dialog

PEARL: THEY'RE...

Slugging

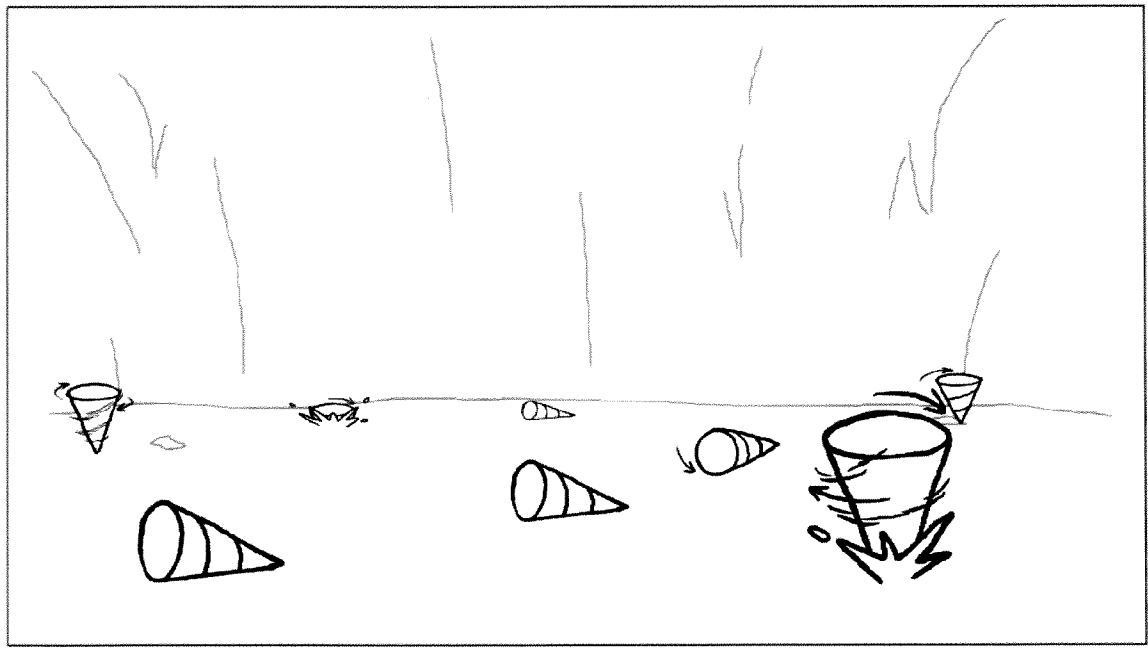
0.04

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1020.009

1020.009

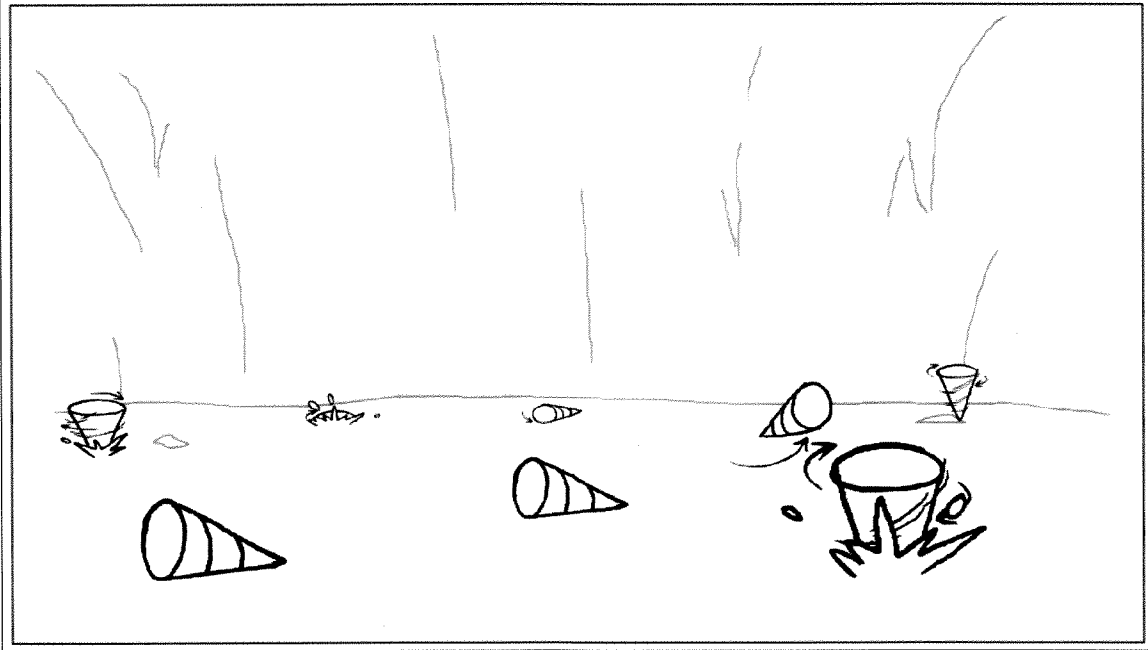
Scene	Panel
36	<i>cont</i> 7



Dialog
PEARL: ...DRILLING...

Slugging
0.04

Scene	Panel
36	<i>cont</i> 8



Dialog
PEARL: ...AWAY.

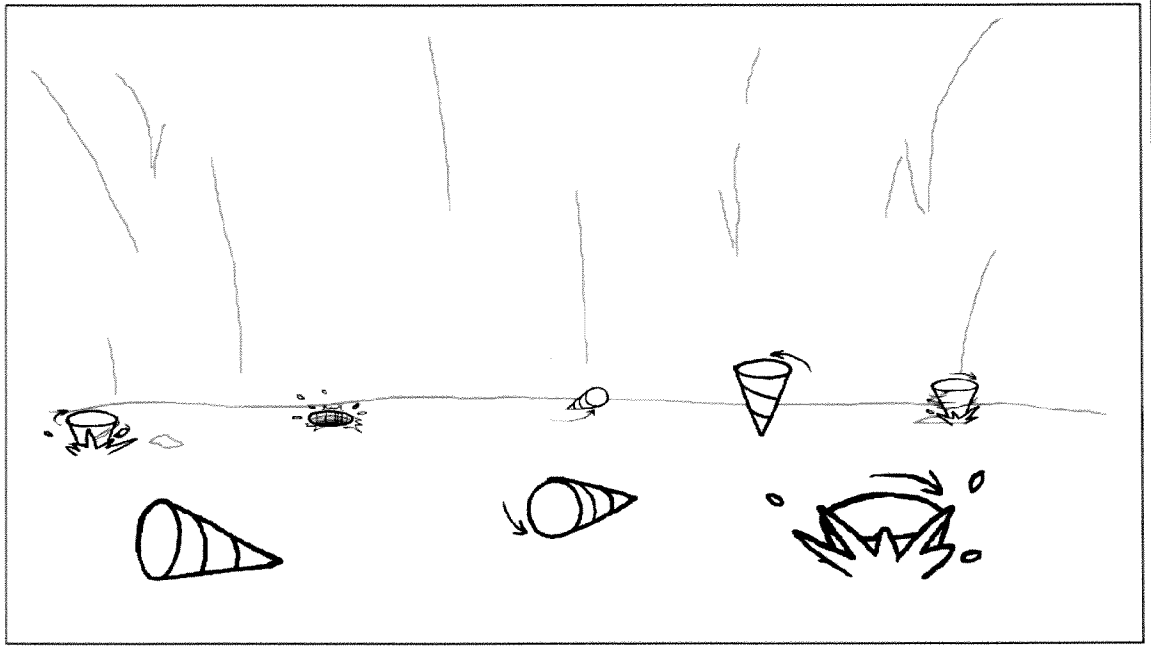
Slugging
0.04

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1020.009

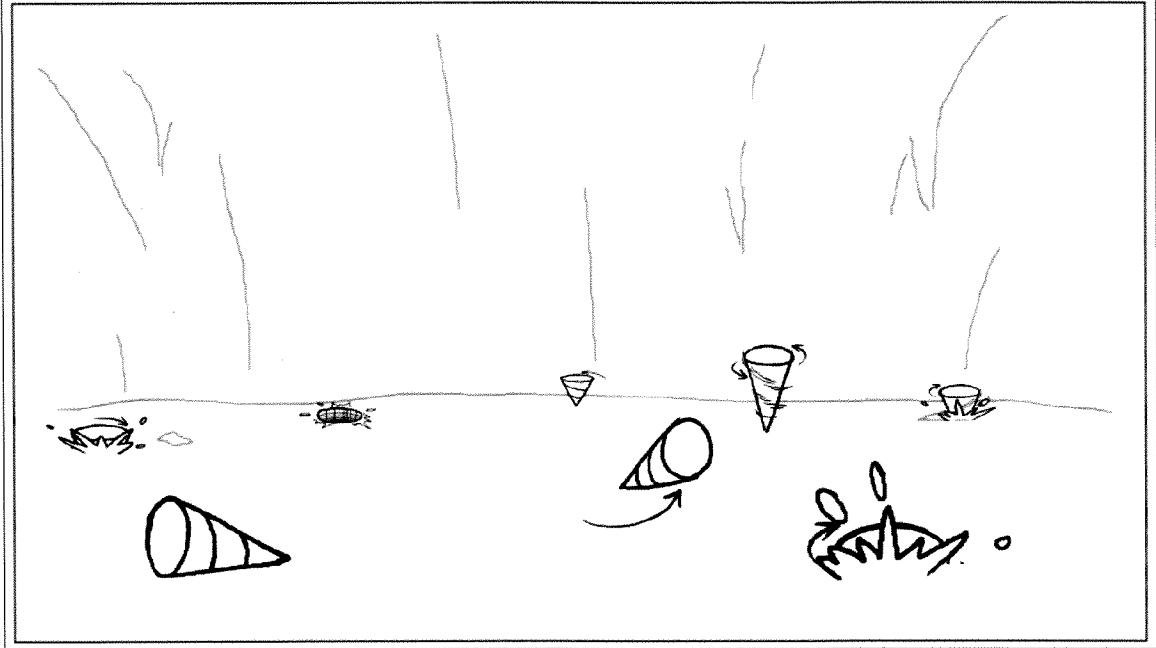
1020.009

Scene 36 Panel 9



Slugging
0.04

Scene 36 Panel 10



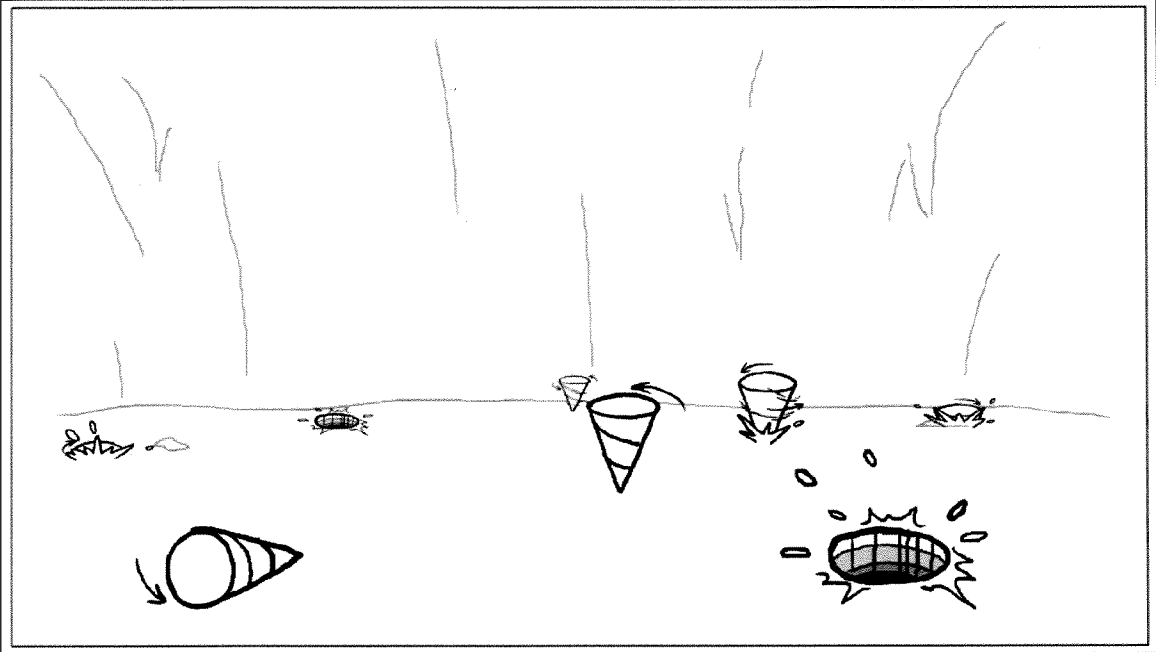
Slugging
0.04

JUN 17 2013

1020.009

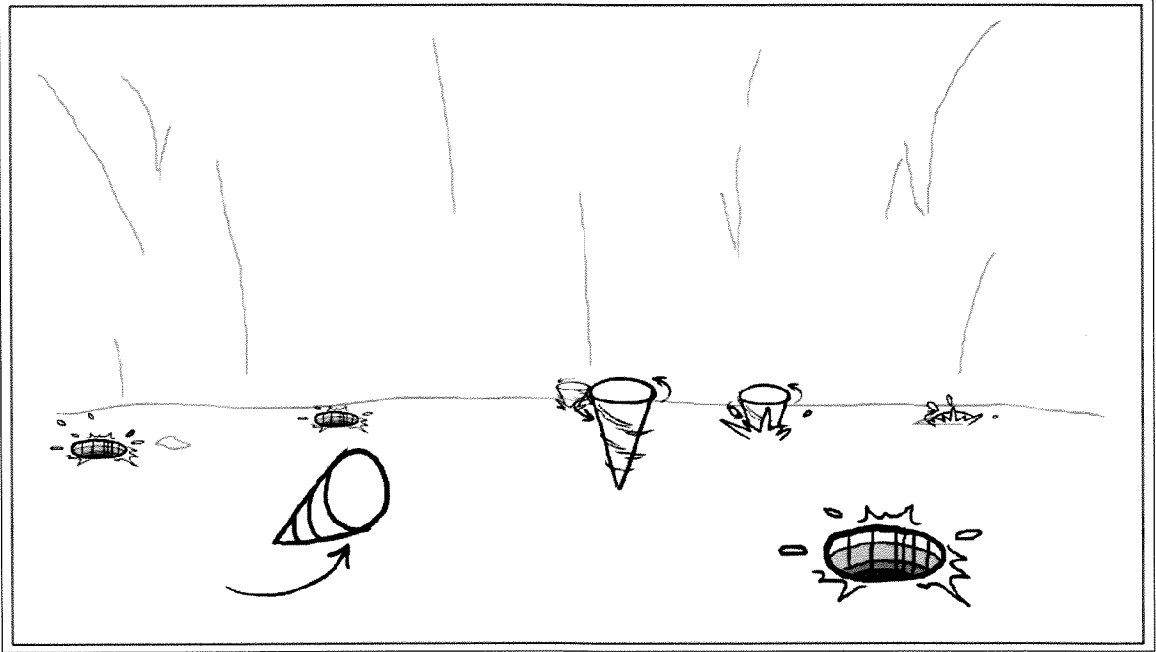
1020.009

Scene 36 Panel 11



Slugging
0.04

Scene 36 Panel 12



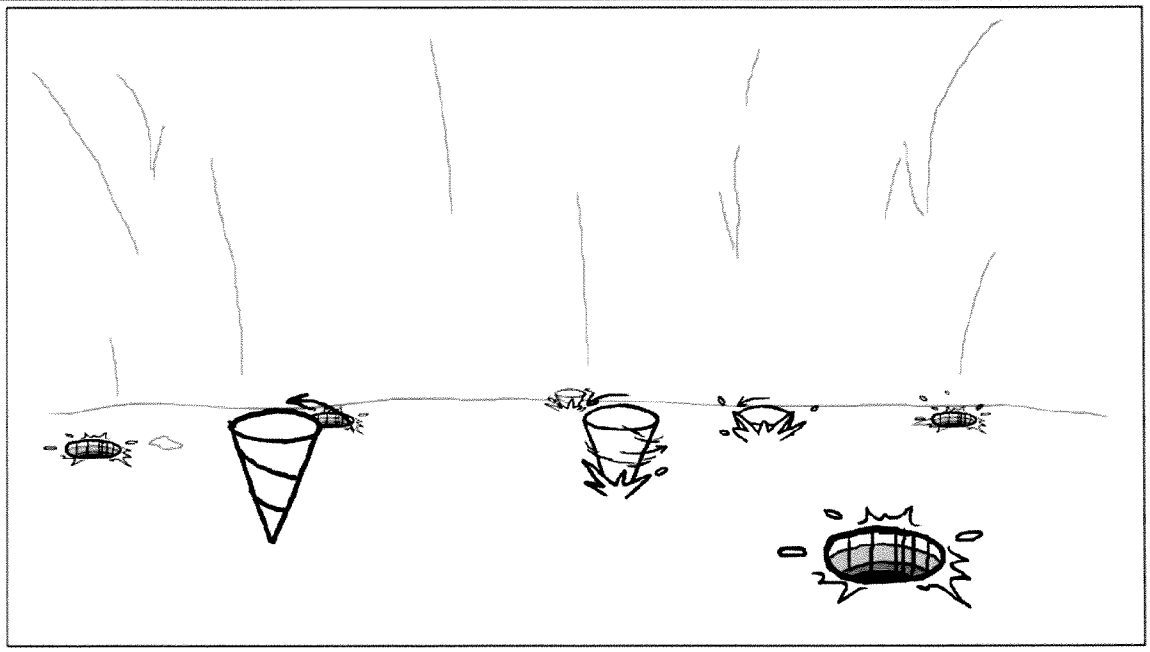
Slugging
0.04

JUN 17 2013

1020.009

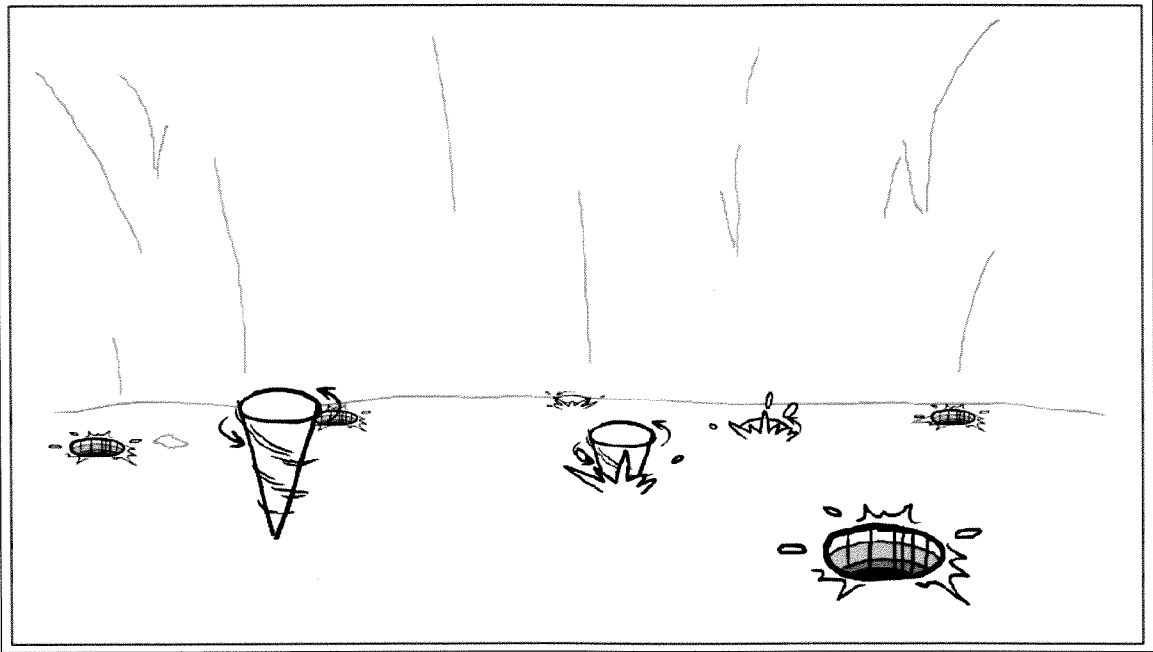
1020.009

Scene 36 *cont* Panel 13



Slugging
0.04

Scene 36 *cont* Panel 14



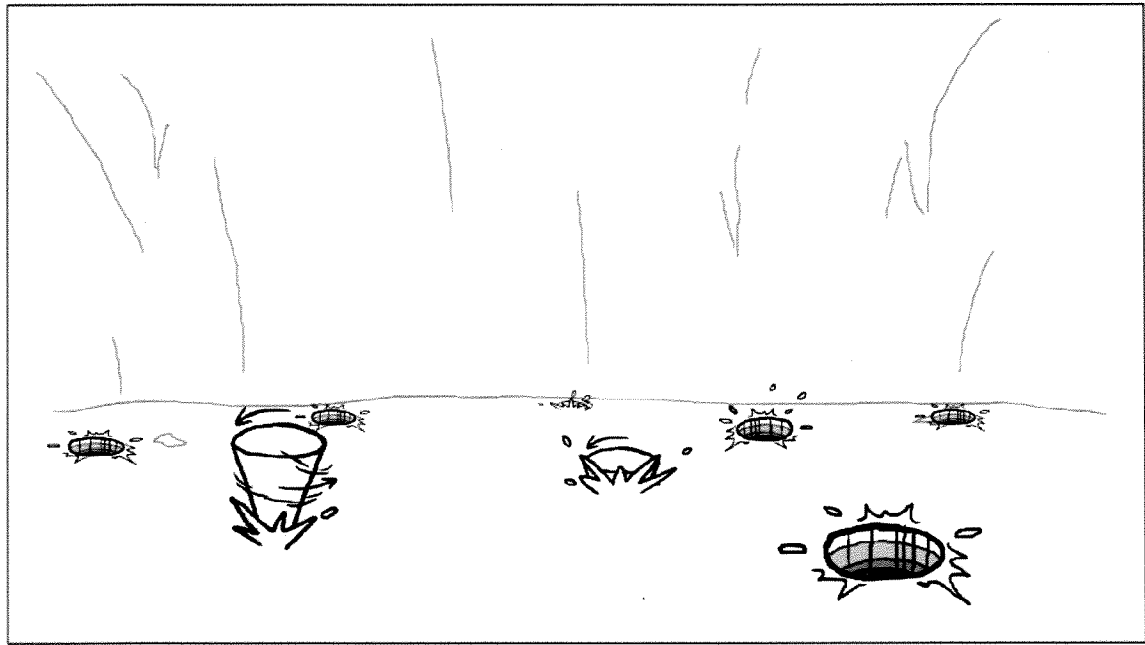
Slugging
0.04

JUN 17 2013

1020.009

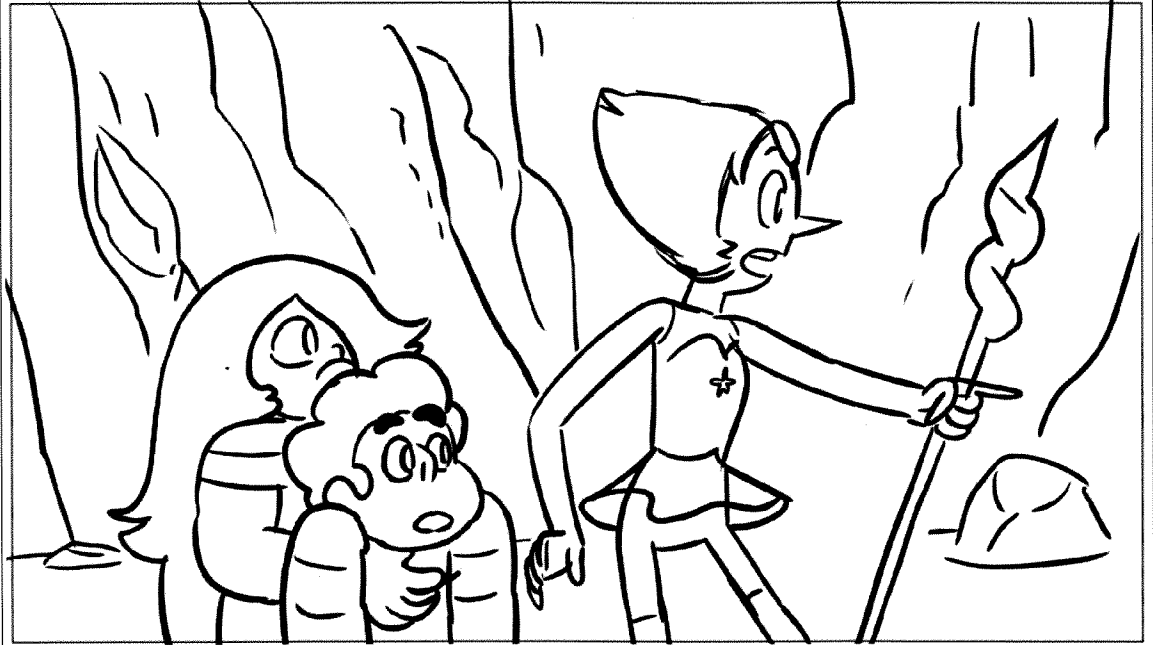
1020.009

Scene	Panel	
36	<i>cont</i>	15



Slugging
0.07

Scene	Panel	
37		1



Slugging
0.10

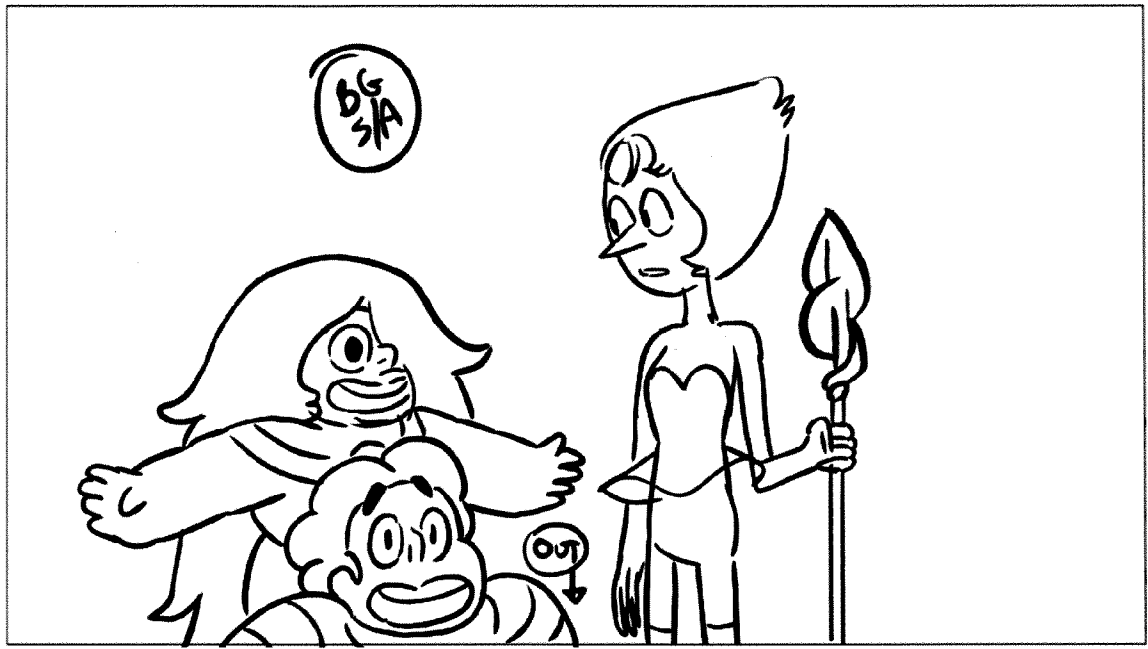
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1020.009

1020.009

1020.009

Scene	Panel
37	CONT 2

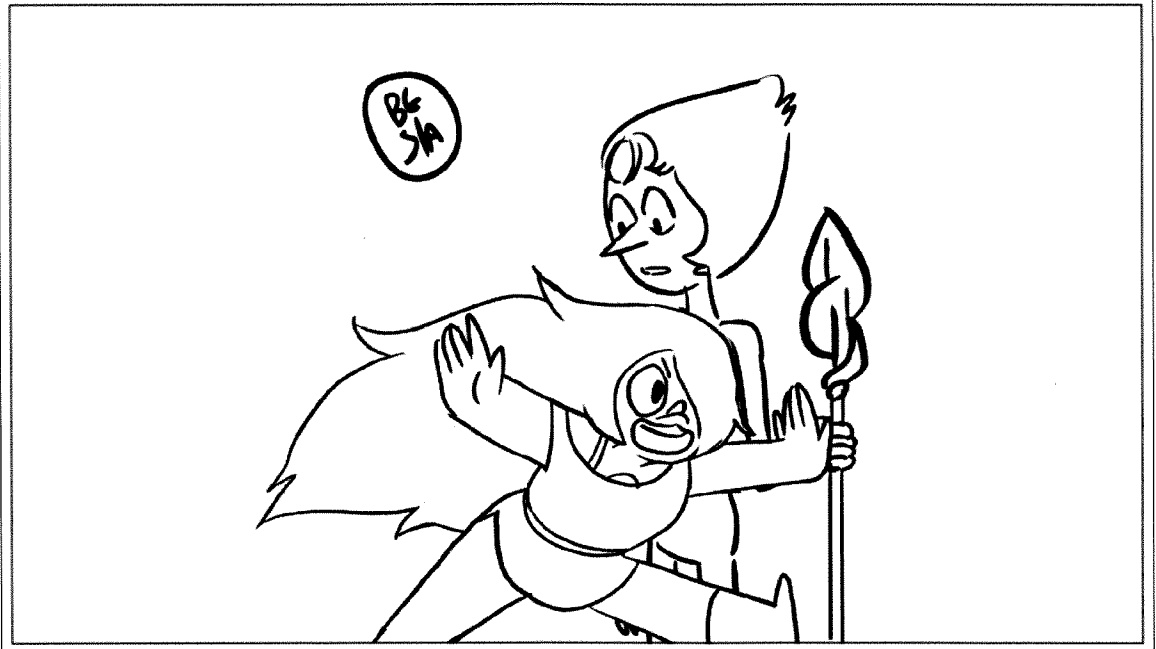


Dialog
AMETHYST: I GOT IT!

Action Notes
Amethyst drops Steven

Slugging
1.09

Scene	Panel
37	CONT 3



Slugging
0.04

JUN 17 2013

1020.009

1020.009

Scene	Panel
37	CONT 4



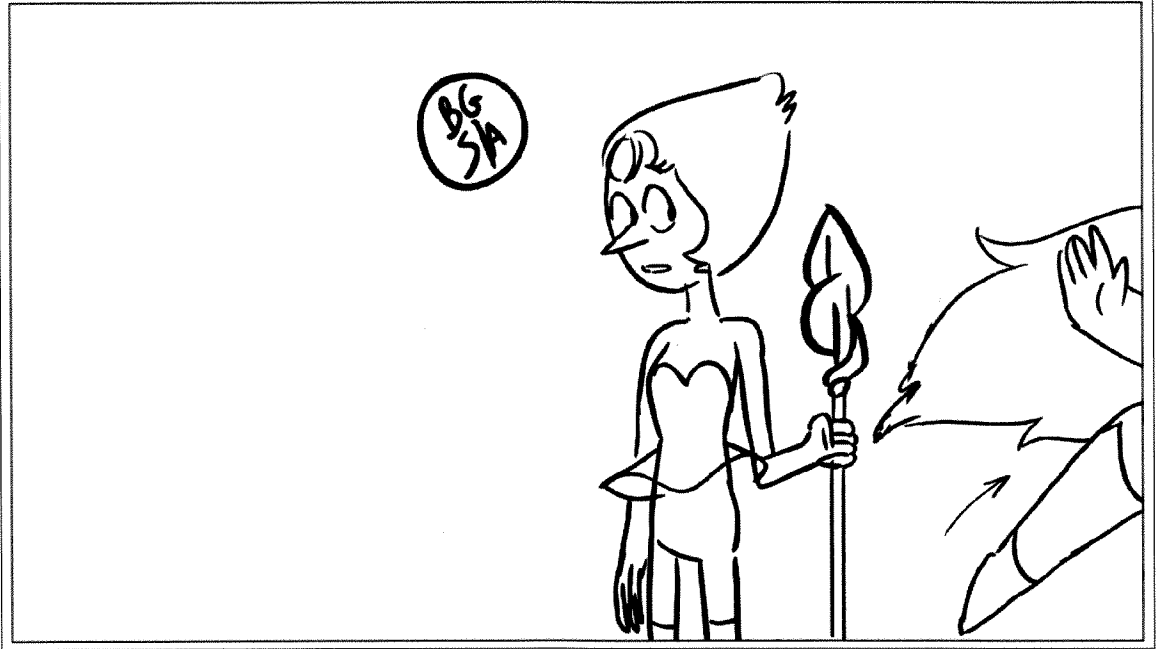
Action Notes

Amethyst runs out of frame

Slugging

0.04

Scene	Panel
37	CONT 5



Action Notes

Amethyst jumps out.

Slugging

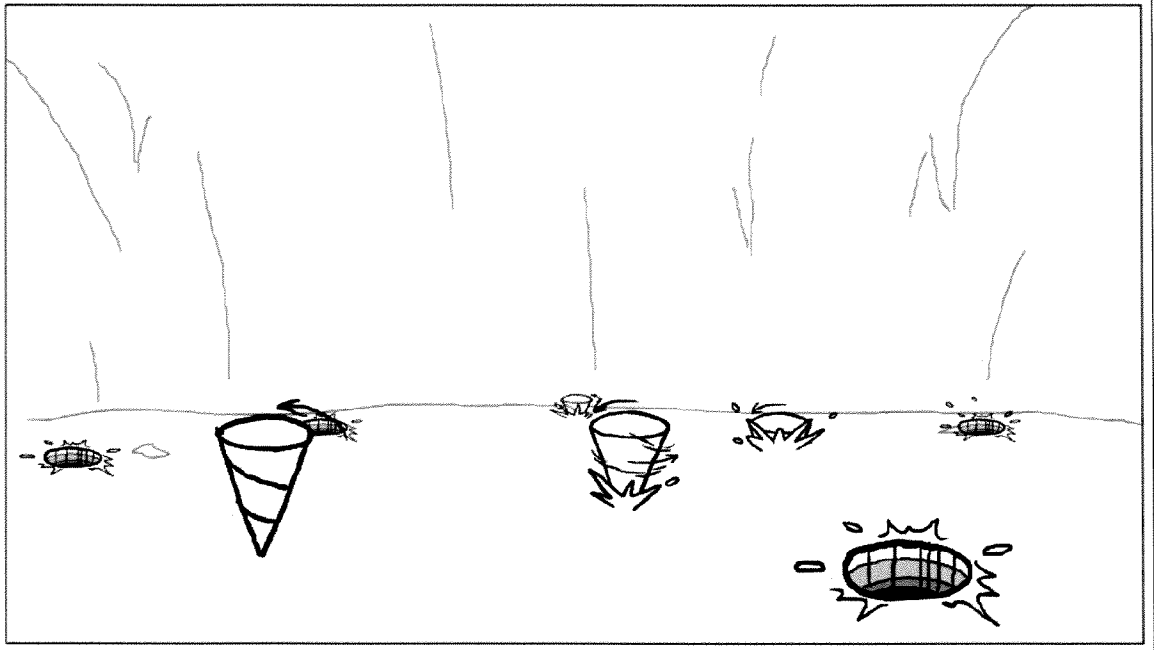
0.02

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1020.009

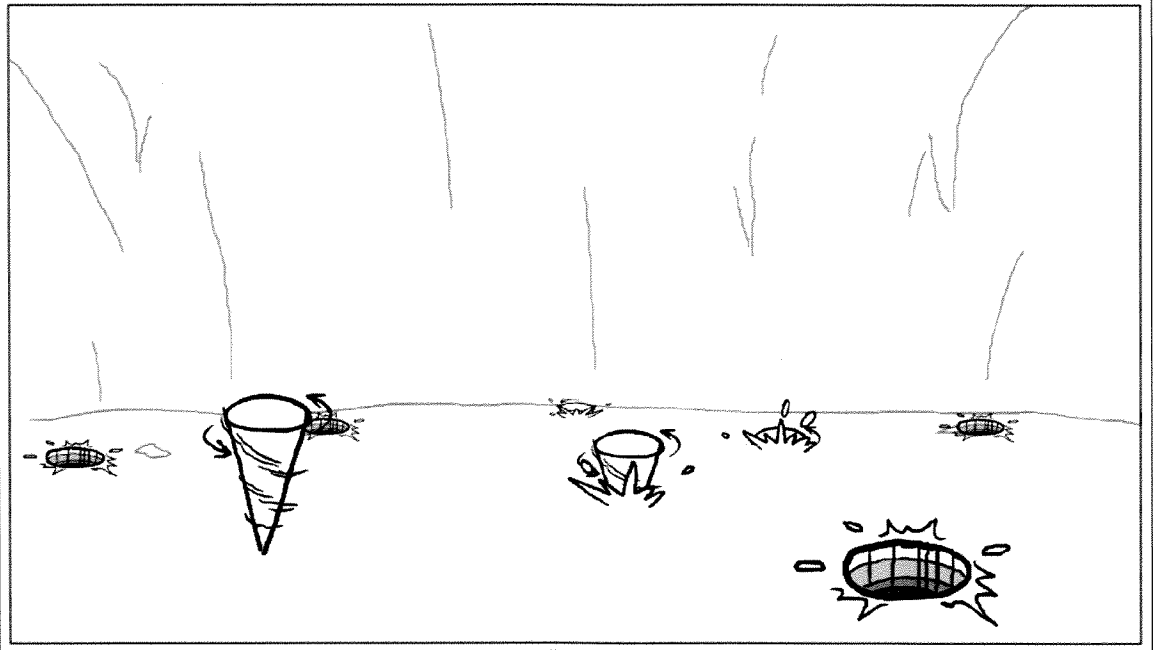
1020.009

Scene	Panel
38	1



Slugging
0.04

Scene	Panel
38	2



Action Notes
Spikes drill down into the ground

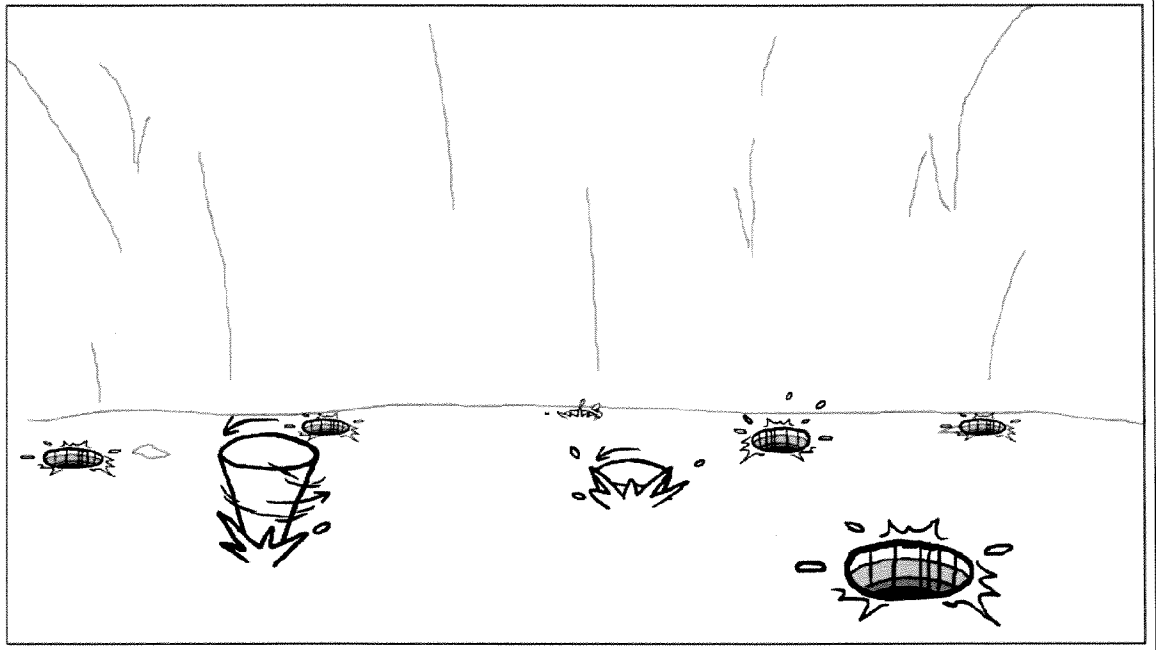
Slugging
0.04

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1020.009

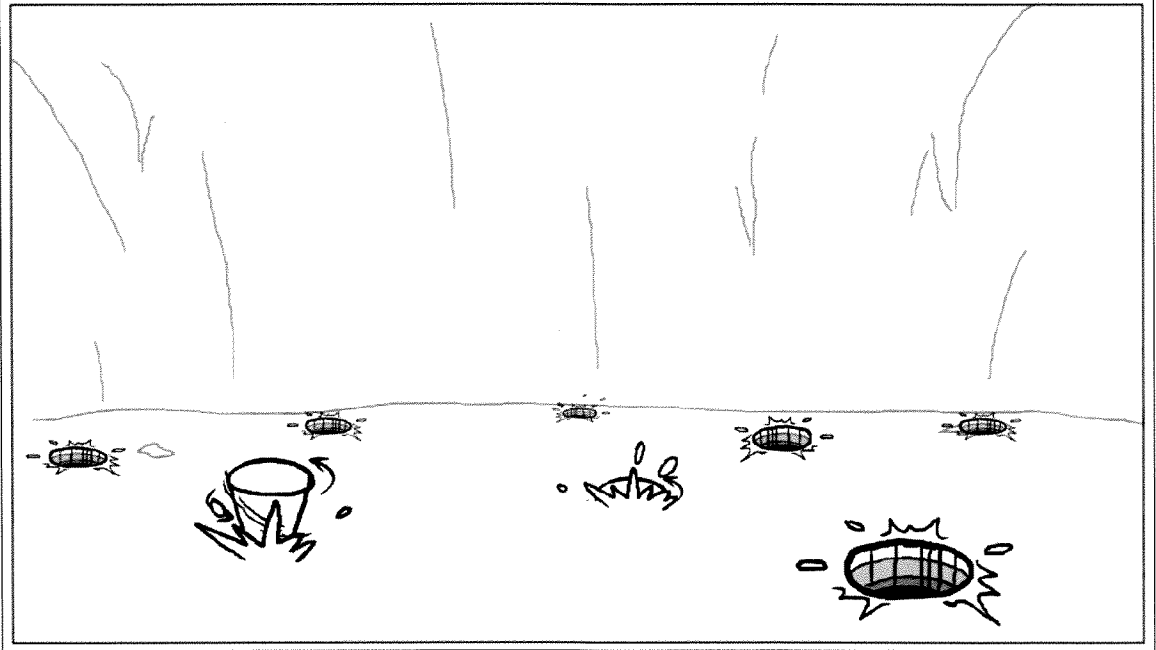
1020.009

Scene	Panel
38	<i>CONT</i>
	3



Slugging
0.04

Scene	Panel
38	<i>cont</i>
	4



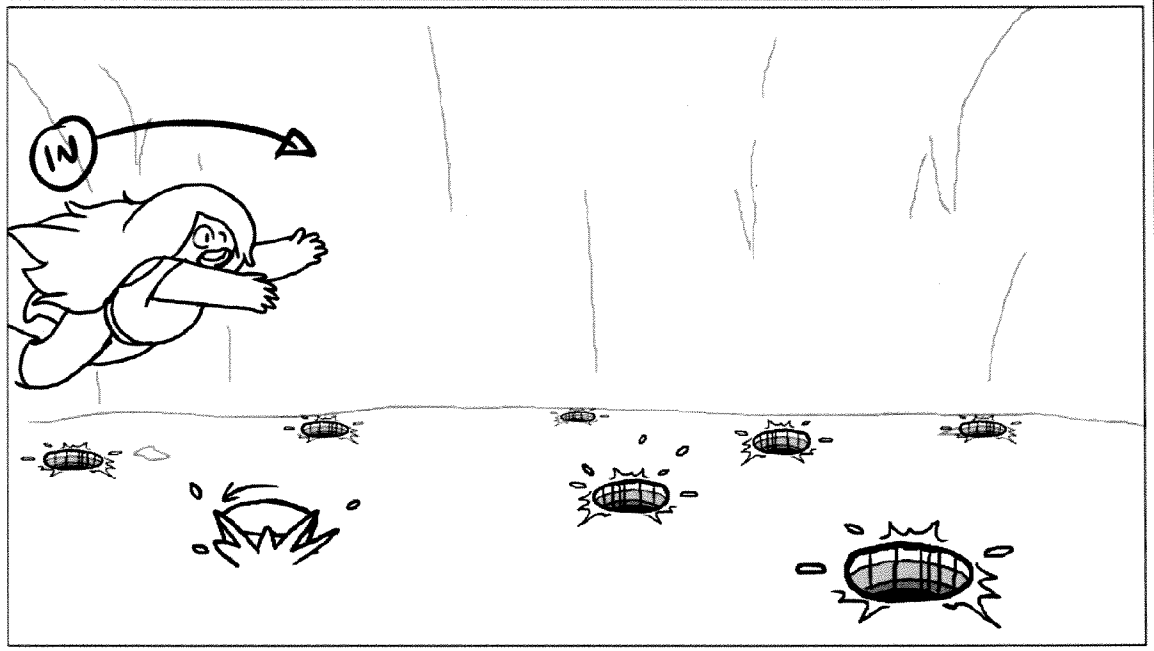
Slugging
0.04

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1020.009

1020.009

Scene	Panel	
38	cont	5



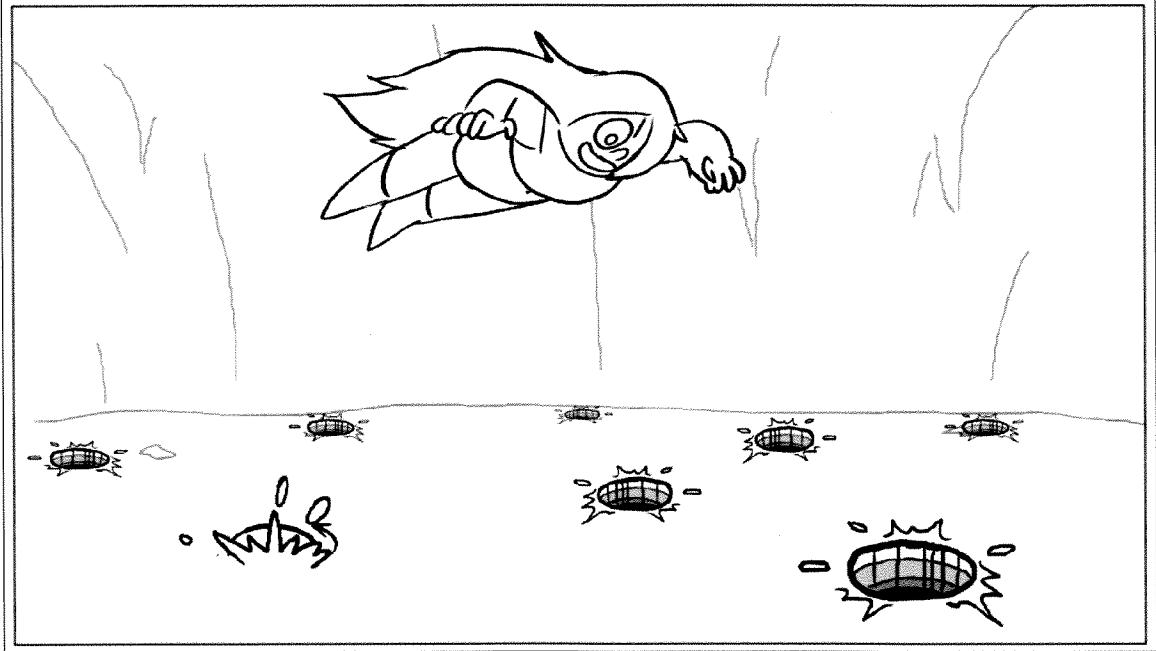
Action Notes

Amethyst jumps into frame

Slugging

0.02

Scene	Panel	
38	cont	6



Dialog

AMETHYST: AHH!

Slugging

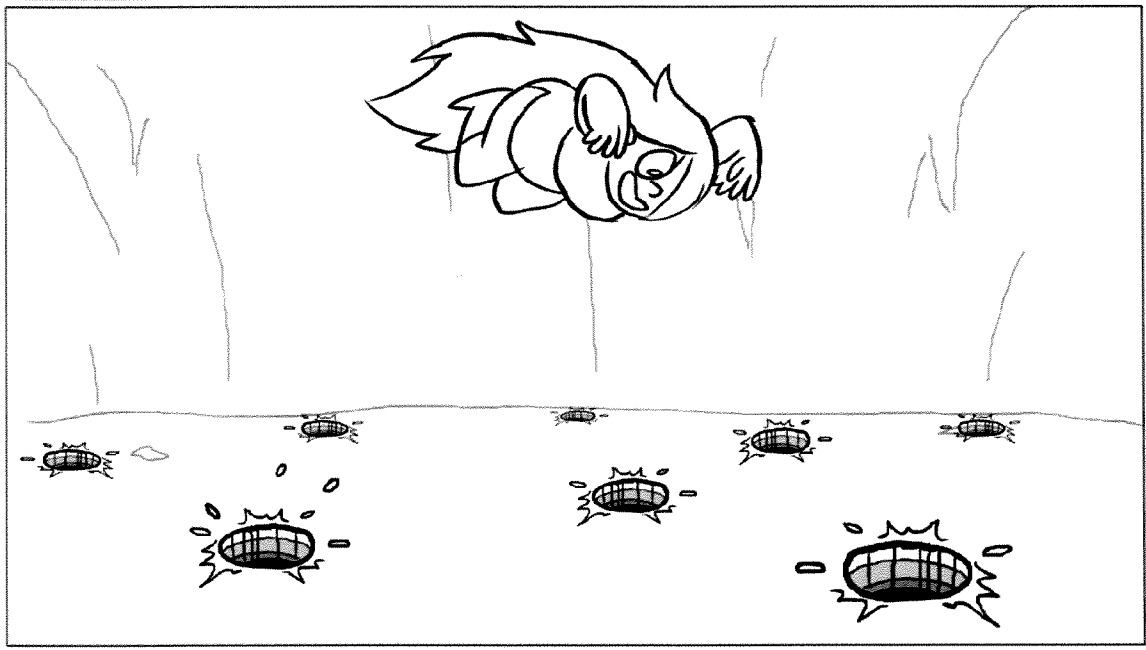
0.06

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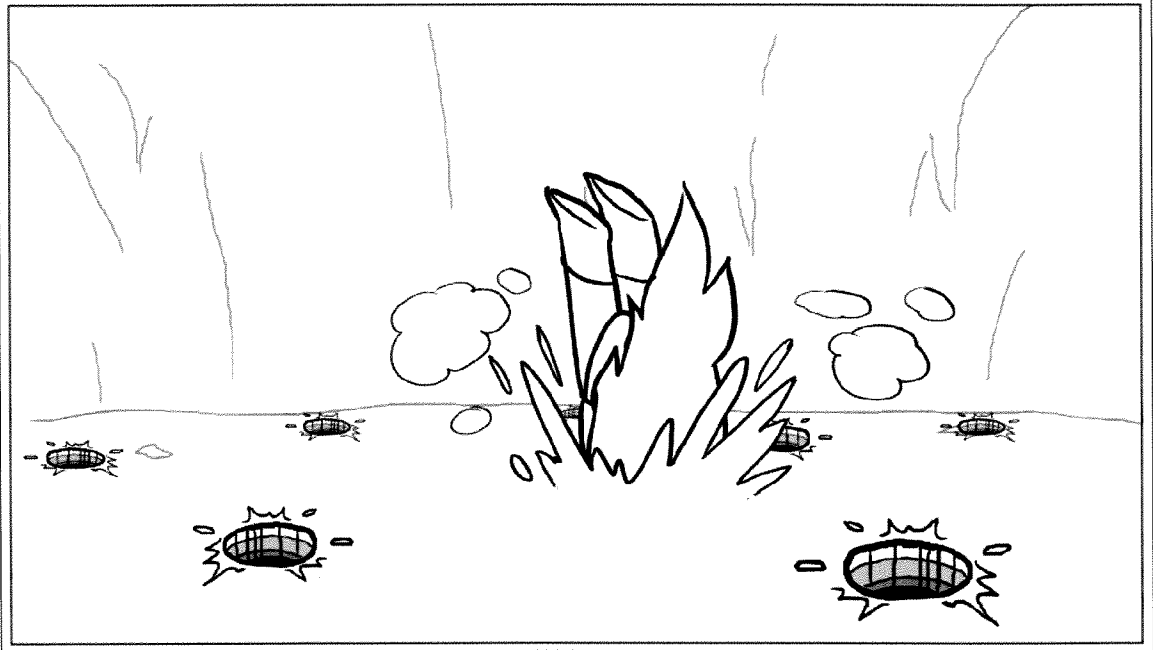
1020.009

Scene 38 Panel 7



Slugging
0.04

Scene 38 Panel 8

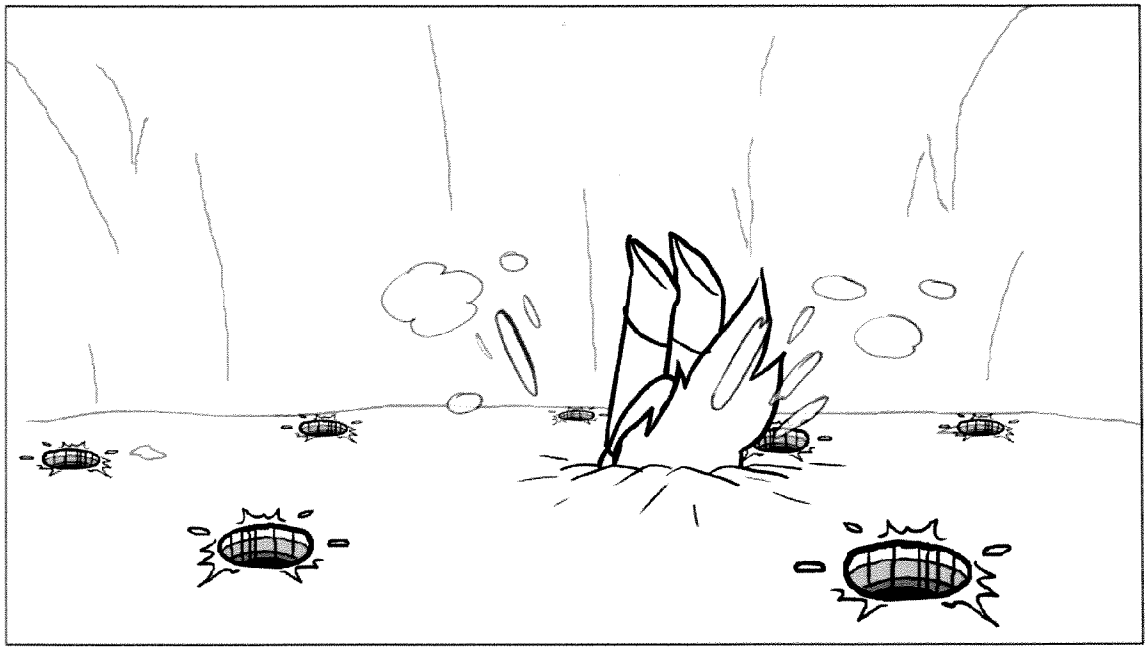


Dialog
<HITS GROUND>

Slugging
0.03

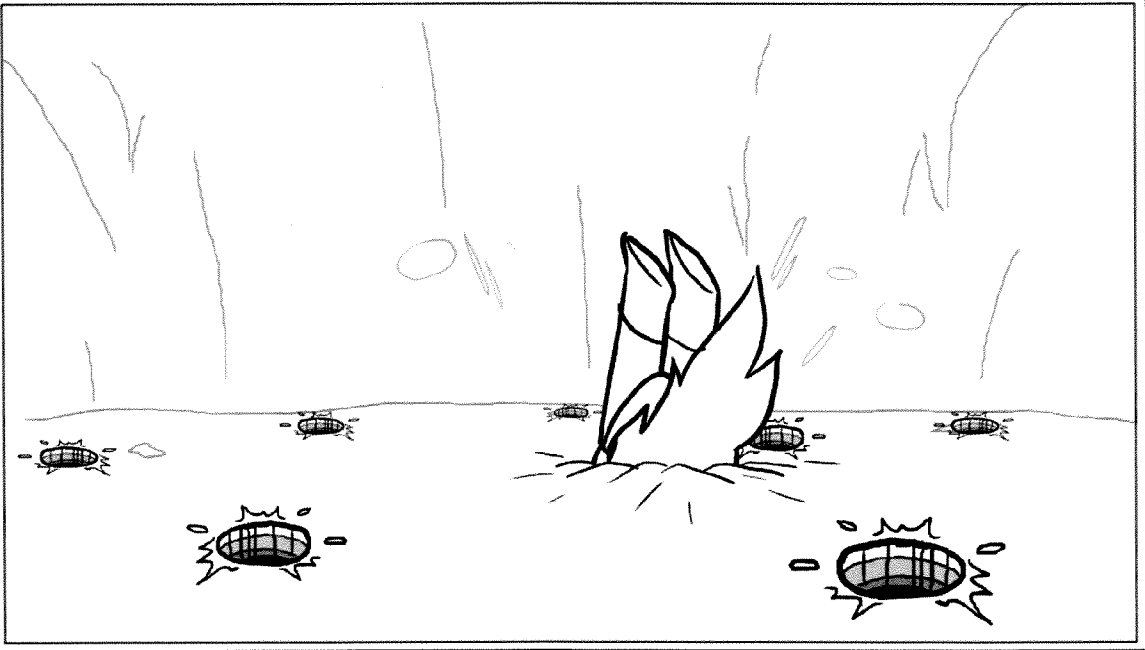
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Scene	Panel	
	38	<i>CONT</i> 9



Slugging
0.03

Scene	Panel	
	38	<i>CONT</i> 10



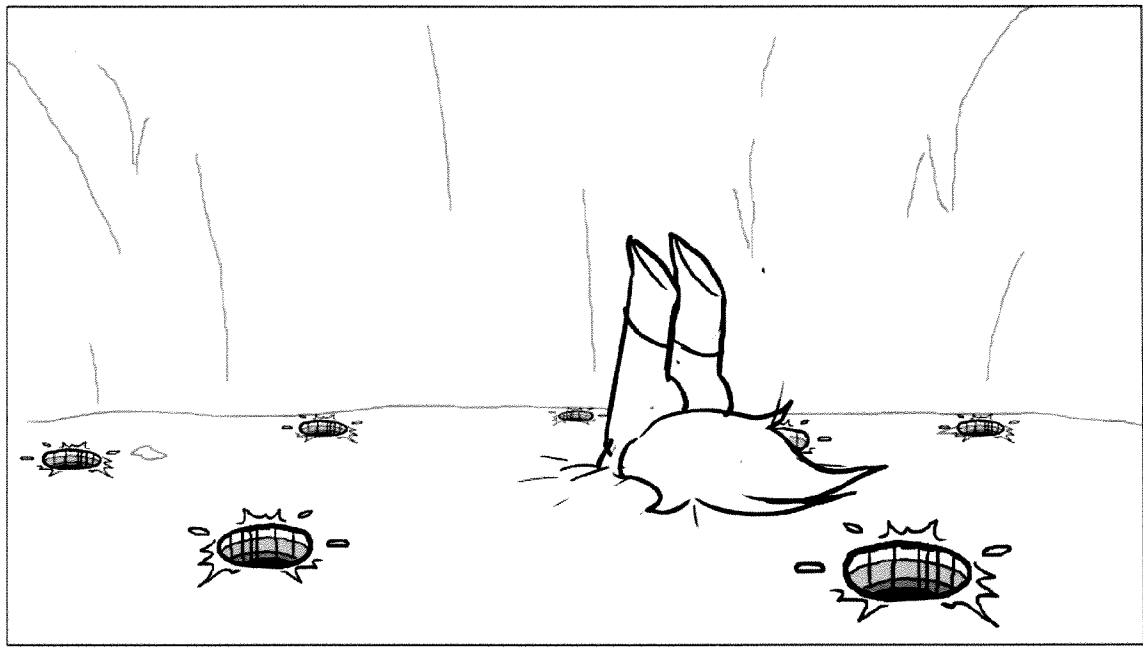
Slugging
0.05

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1020.009

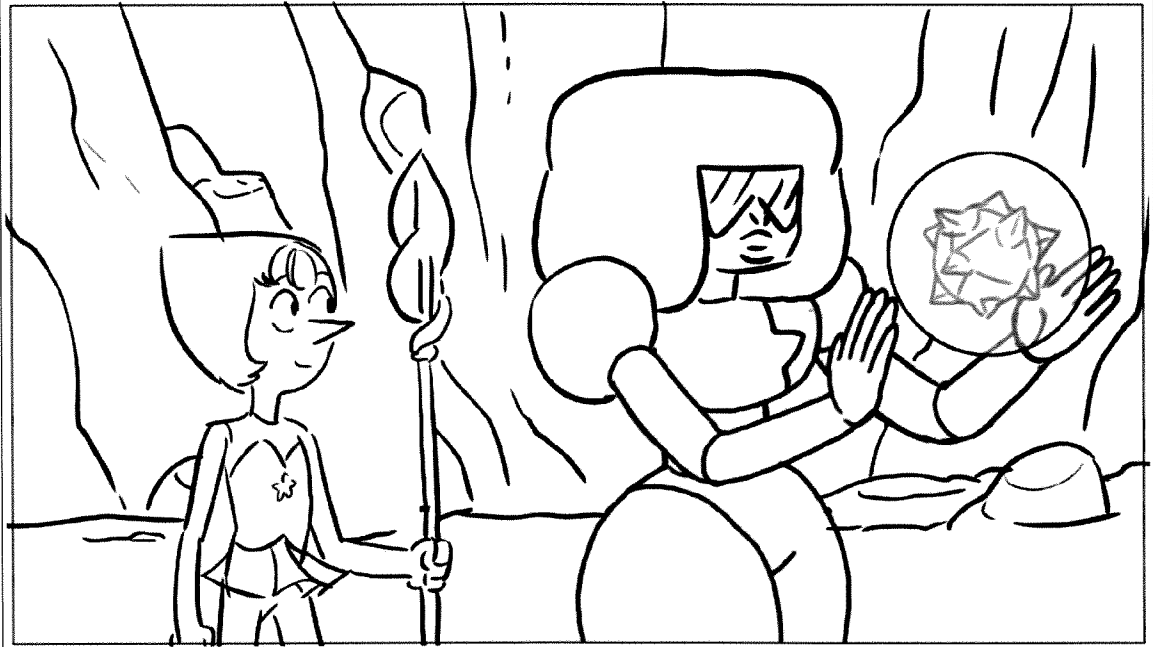
Scene	Panel
38	CONT 11



Action Notes
Hair falls around Amethyst

Slugging
0.14

Scene	Panel
39	1

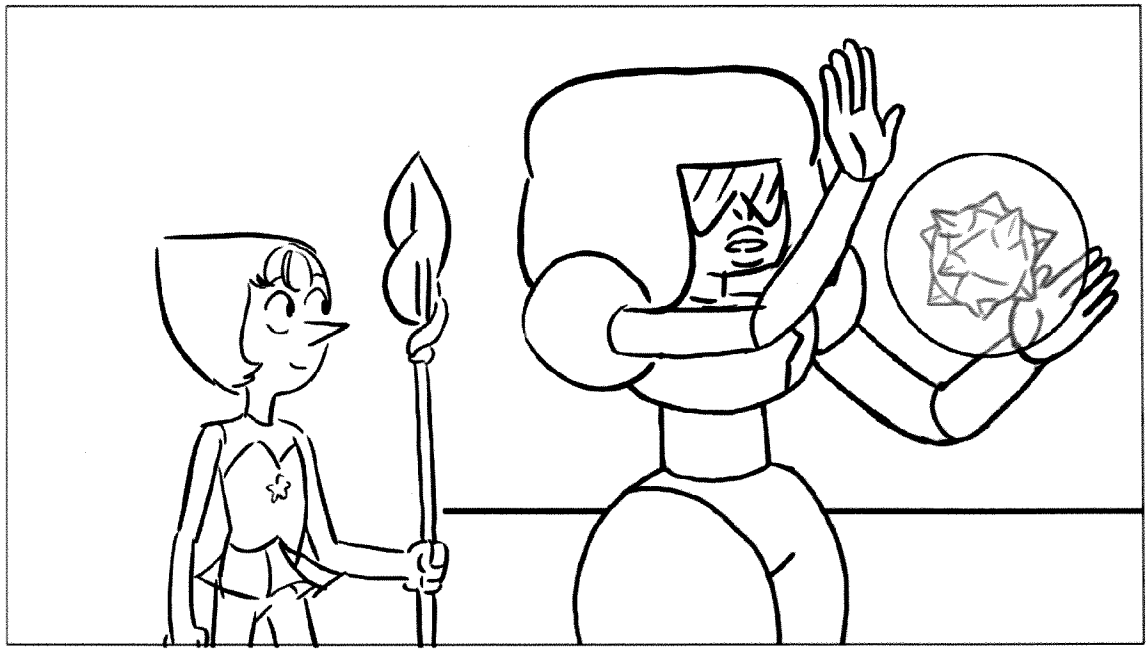


Dialog
GARNET: LET THEM GO.

Slugging
1.13

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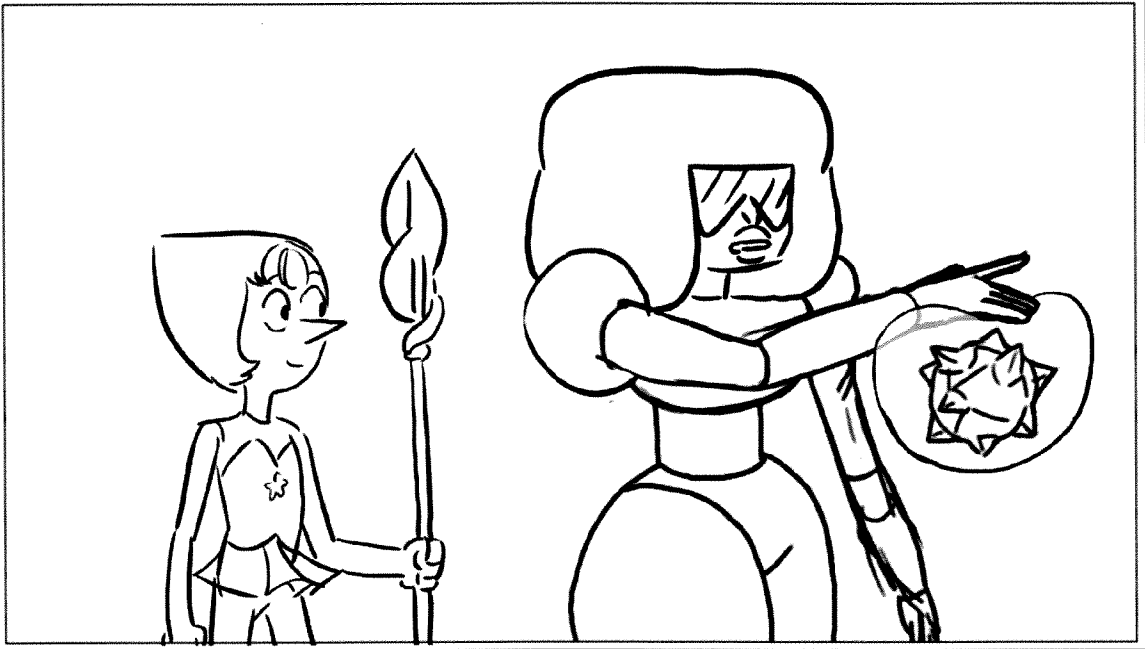
Scene	Panel	
39	<i>CONT</i>	2



Dialog
GARNET: THEY'RE JUST

Slugging
0.04

Scene	Panel	
39	<i>CONT</i>	3



Dialog
GARNET: PARASITES.

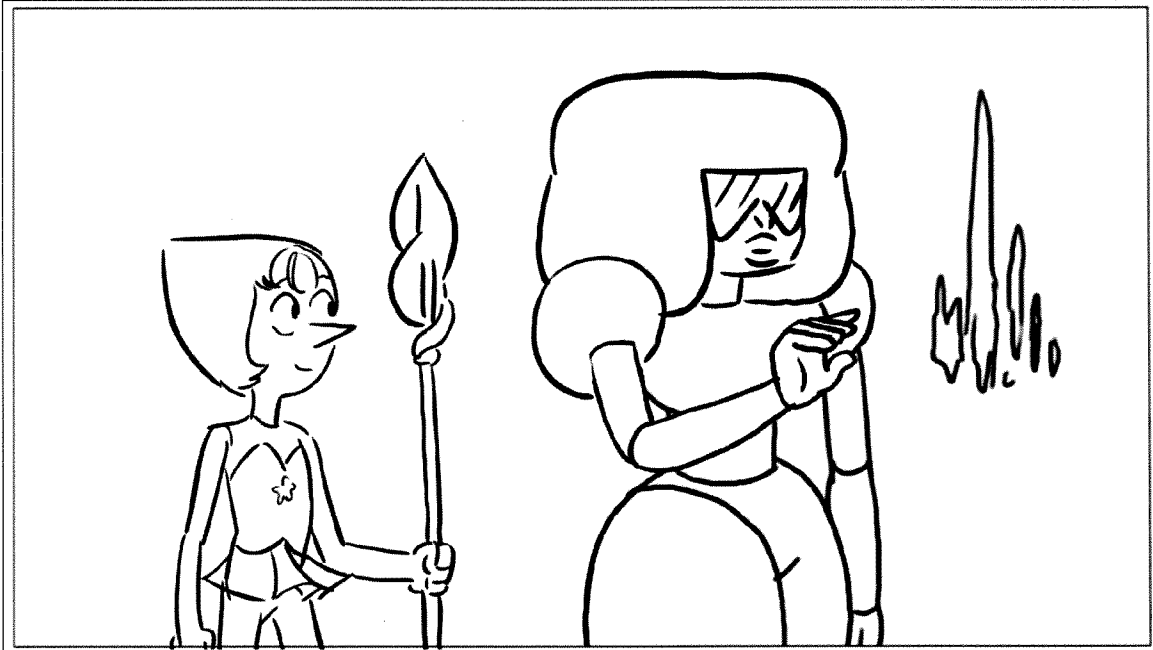
Slugging
0.06

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1020.009

1020.009

Scene	Panel
39	CONT 4



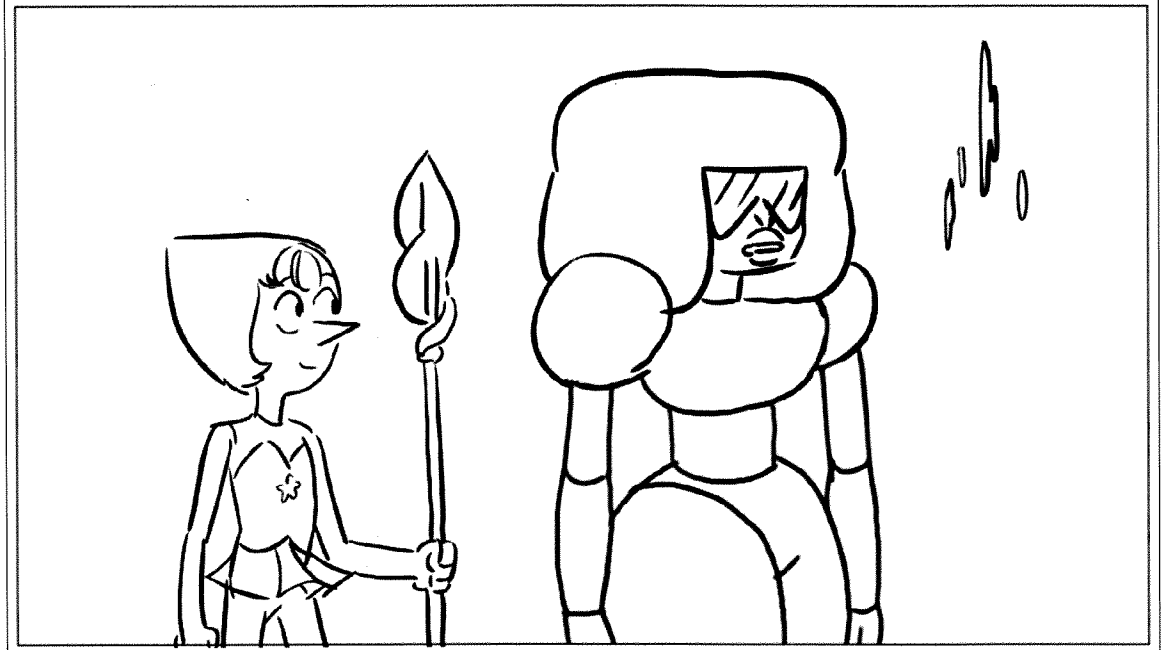
Action Notes

Gem and bubble disappear

Slugging

1.02

Scene	Panel
39	CONT 5



Dialog

GARNET: IF THEY WANT TO BE A PROBLEM,

Slugging

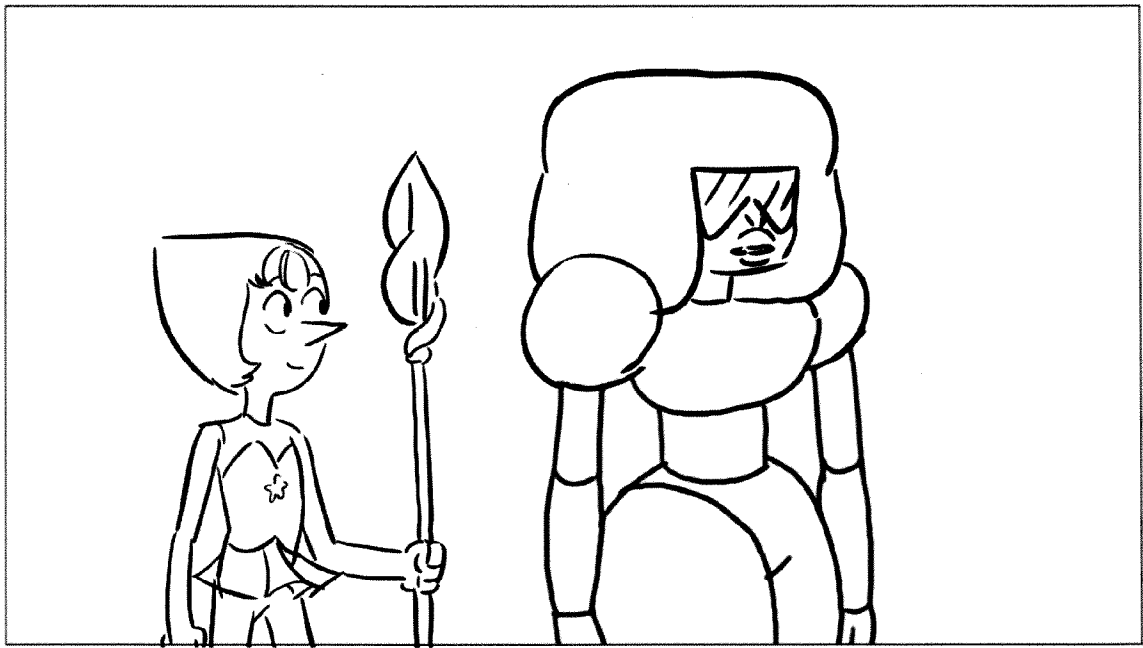
1.15

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1020.009

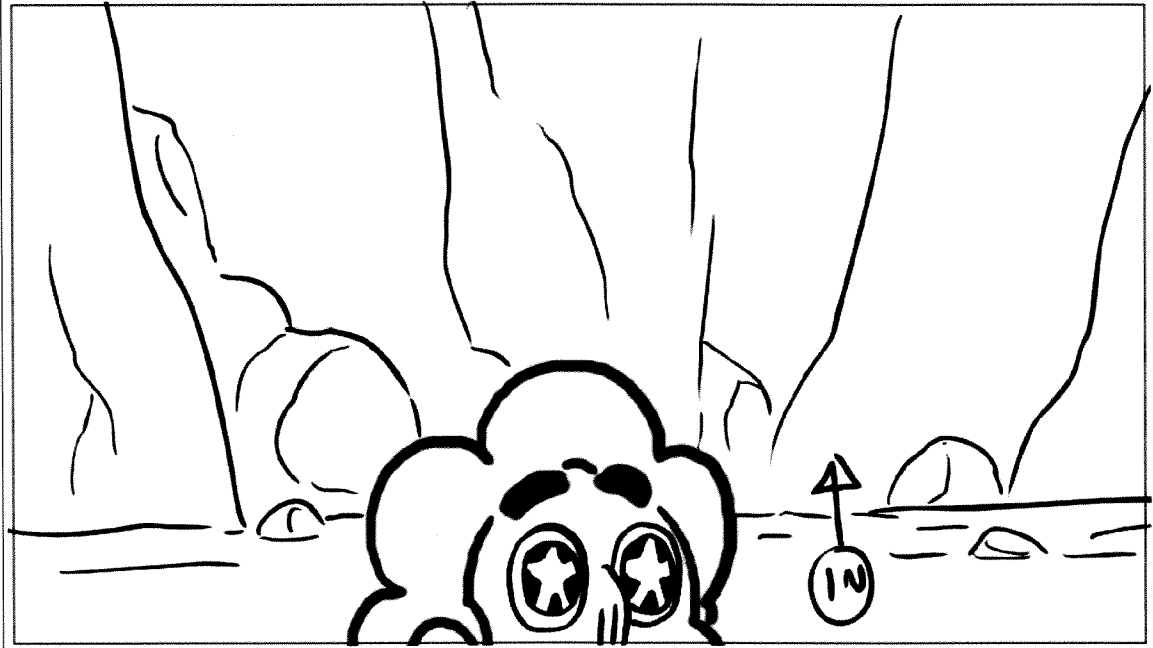
Scene	Panel
39	cont 6



Dialog
GARNET: THEY'LL HAVE TO ANSWER TO ME.

Slugging
2.06

Scene	Panel
40	1



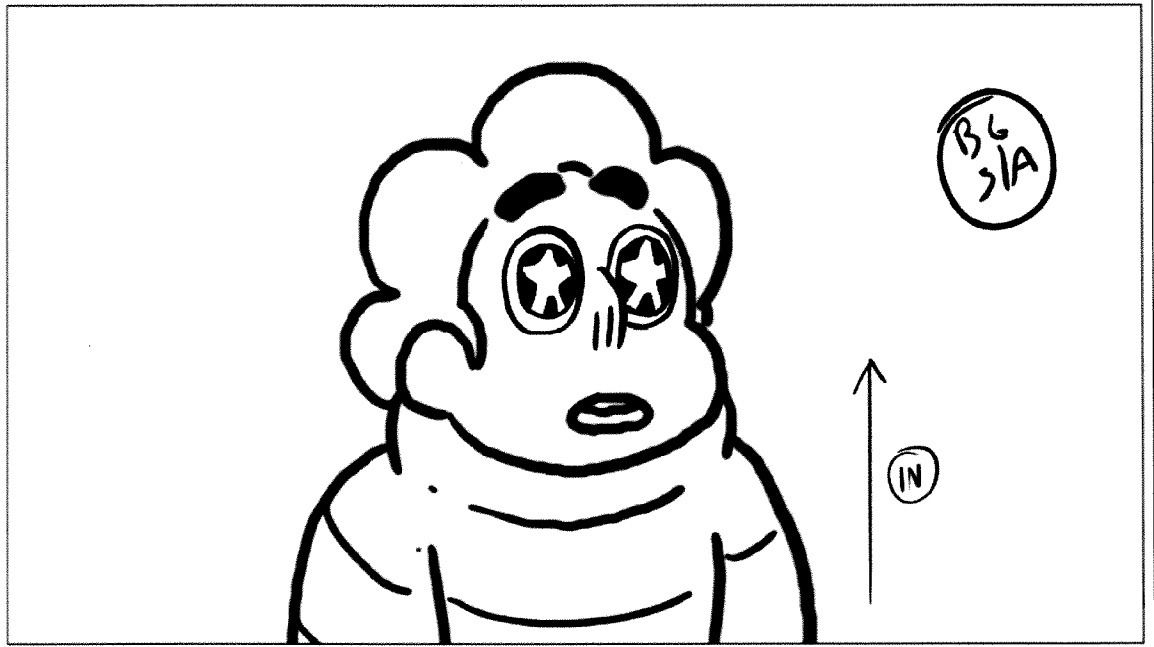
Dialog
STEVEN: SO COOL!

Action Notes
Steven rises into frame

Slugging
Panels 1 + 2 = 4.01

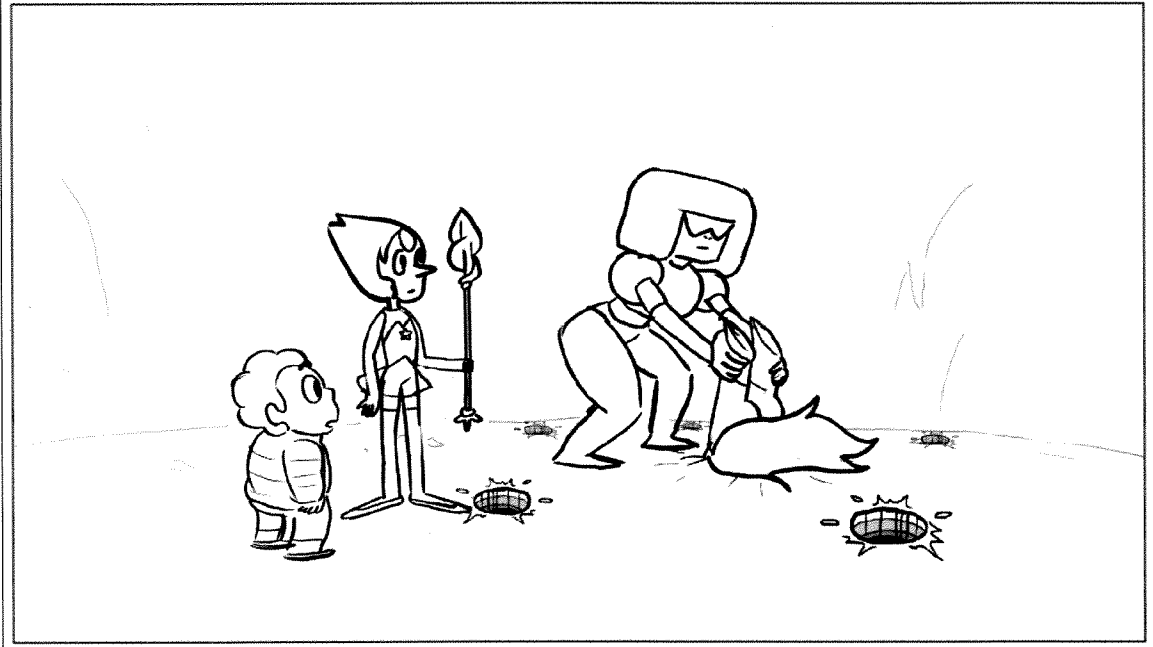
JUN 17 2013

Scene	Panel
40	cont 2



Dialog
STEVEN: SO COOL!

Scene	Panel
41	1



Slugging
0.10

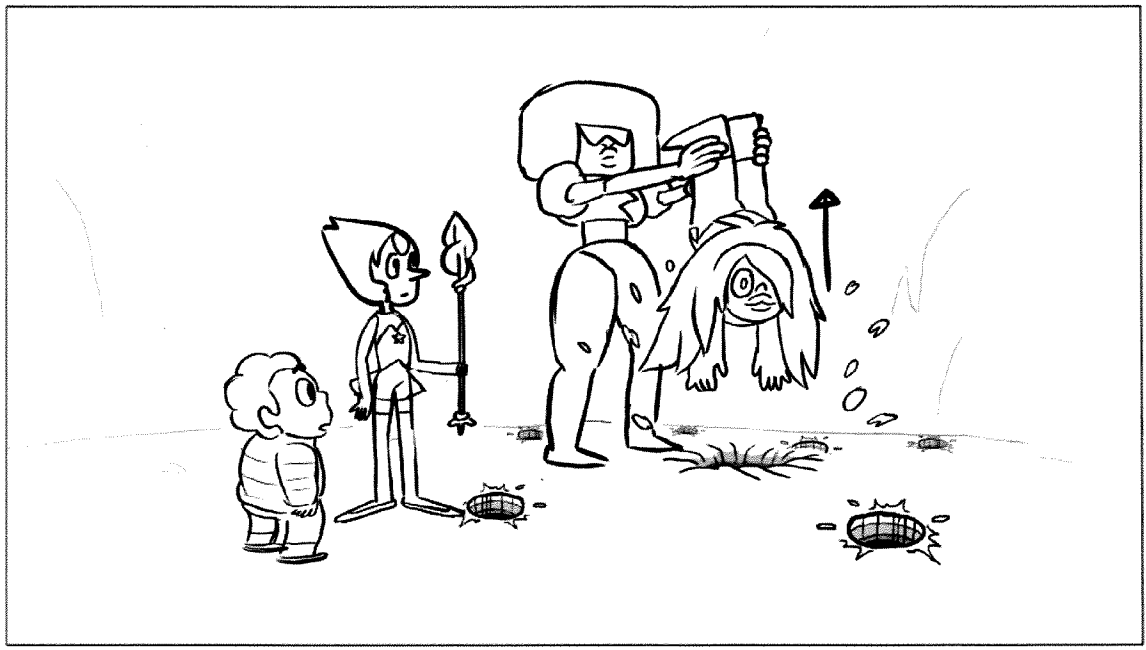
JUN 17 2013

1020-009

1020-009

1020-009

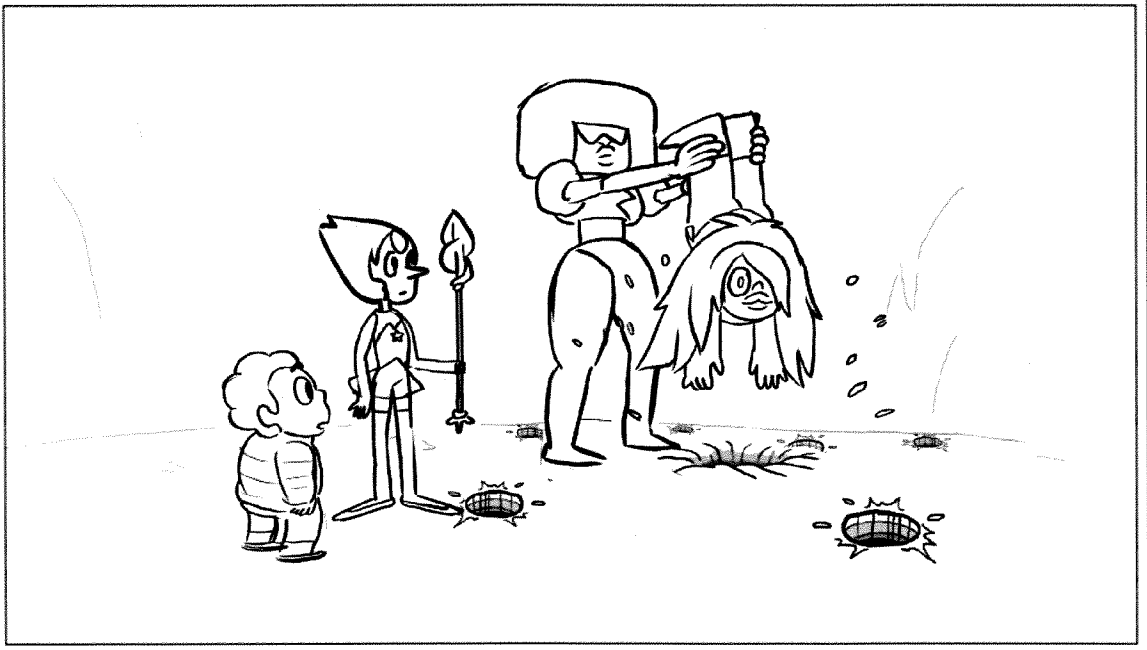
Scene	Panel
41	cont
	2



Action Notes
Garnet pulls Amethyst out

Slugging
0.04

Scene	Panel
41	cont
	3



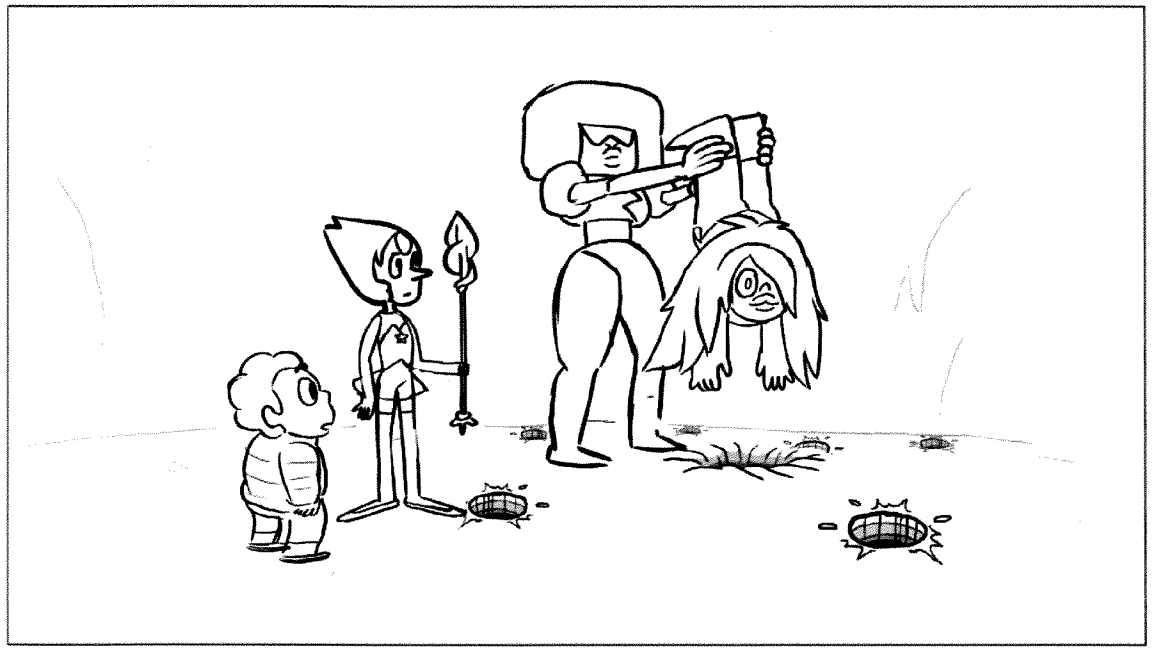
Slugging
0.04

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1020.009

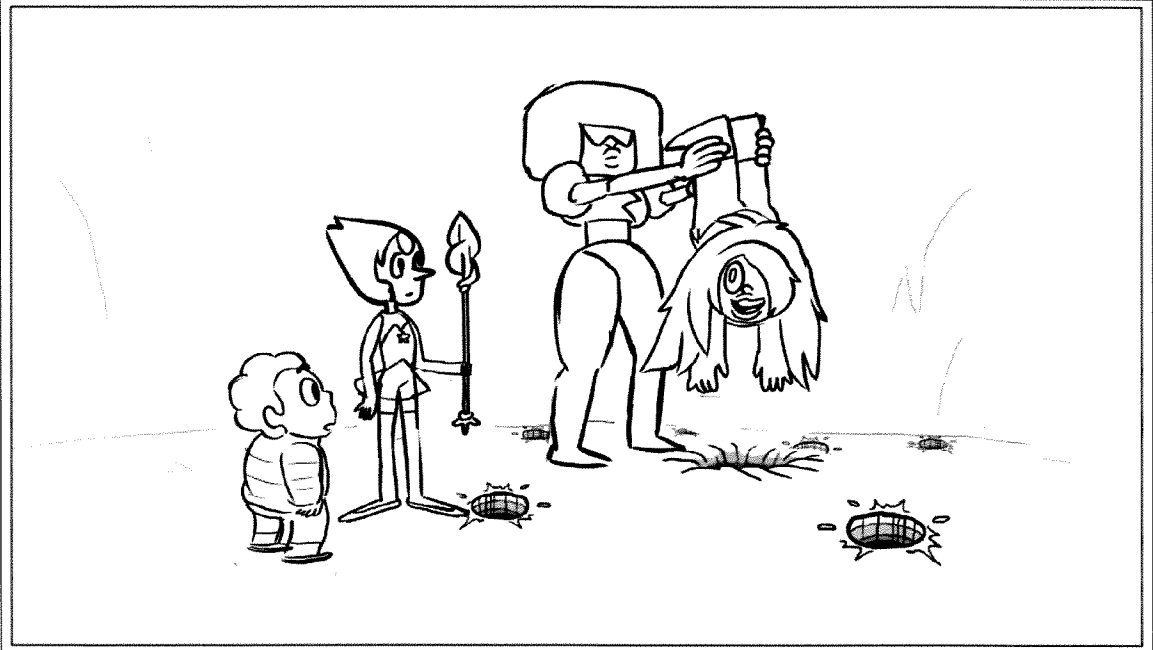
1020.009

Scene	Panel
41	cont
	4



Slugging
0.13

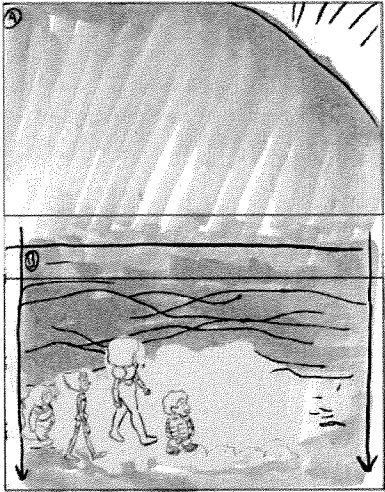
Scene	Panel
41	cont
	5



Dialog
AMETHYST: I SWALLOWED A ROCK.

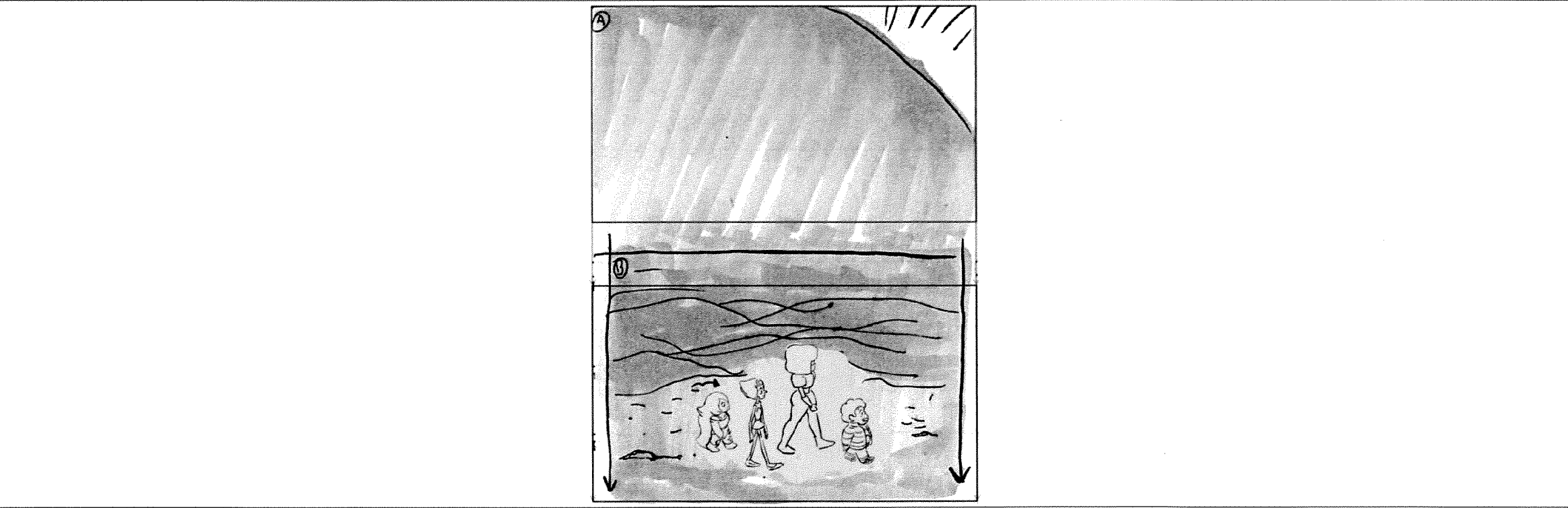
Slugging
2.08

JUN 17 2013

Scene	Panel
42	1
	
<p>Dialog</p> <p>STEVEN: WE ALL WORKED SO HARD WE DESERVE A REWARD.</p>	
<p>Action Notes</p> <p>Camera pans down as Crystal Gems walk.</p>	
<p>Slugging</p> <p>Panels 1 + 2 =</p> <p>HOLD: 1.05</p> <p>Then ADJ: 2.04</p> <p>Then HOLD: 2.01</p>	

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Scene	Panel	
	42 <i>CONT</i>	2



Dialog


STEVEN: WE ALL WORKED SO HARD WE DESERVE A REWARD.

Action Notes

Camera pans down as Crystal Gems walk.

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Scene	Panel
43	1
	
<p>Dialog</p> <p>PEARL: SOUNDS LIKE YOU</p>	
<p>Slugging</p> <p>0.14</p>	

Scene	Panel
43	2
	
<p>Dialog</p> <p>PEARL: HAVE SOMETHING IN MIND.</p>	
<p>Slugging</p> <p>2.07</p> <p>JUN 17 2013</p>	

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Scene	Panel
44	1



Dialog

STEVEN: HAAAAHA

Action Notes

Pan BG

Slugging

1.11

Scene	Panel
44	2



Dialog

STEVEN: HAAAAHA

Action Notes

Pan BG

Steven starts to dance.

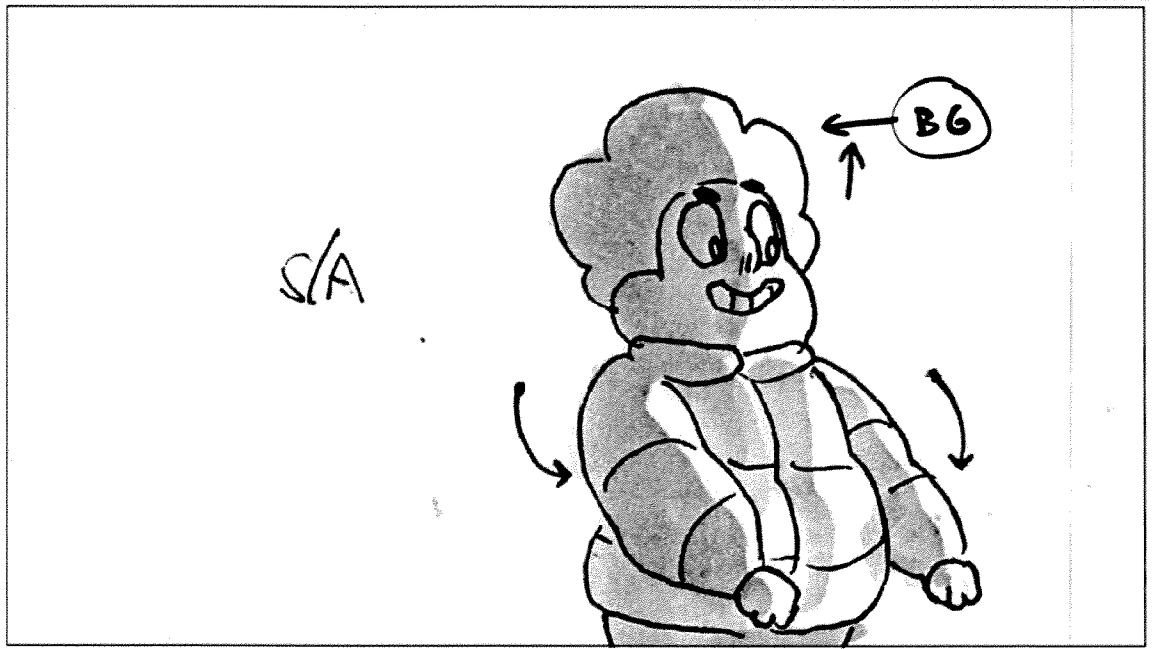
JUN 17 2013

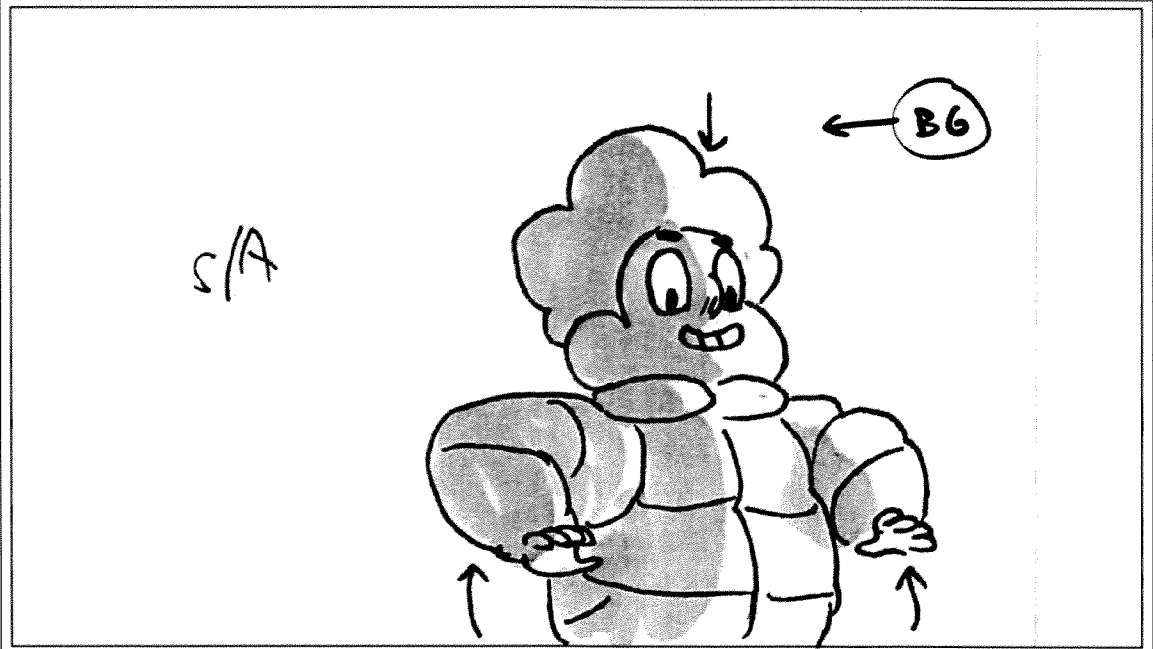
Slugging

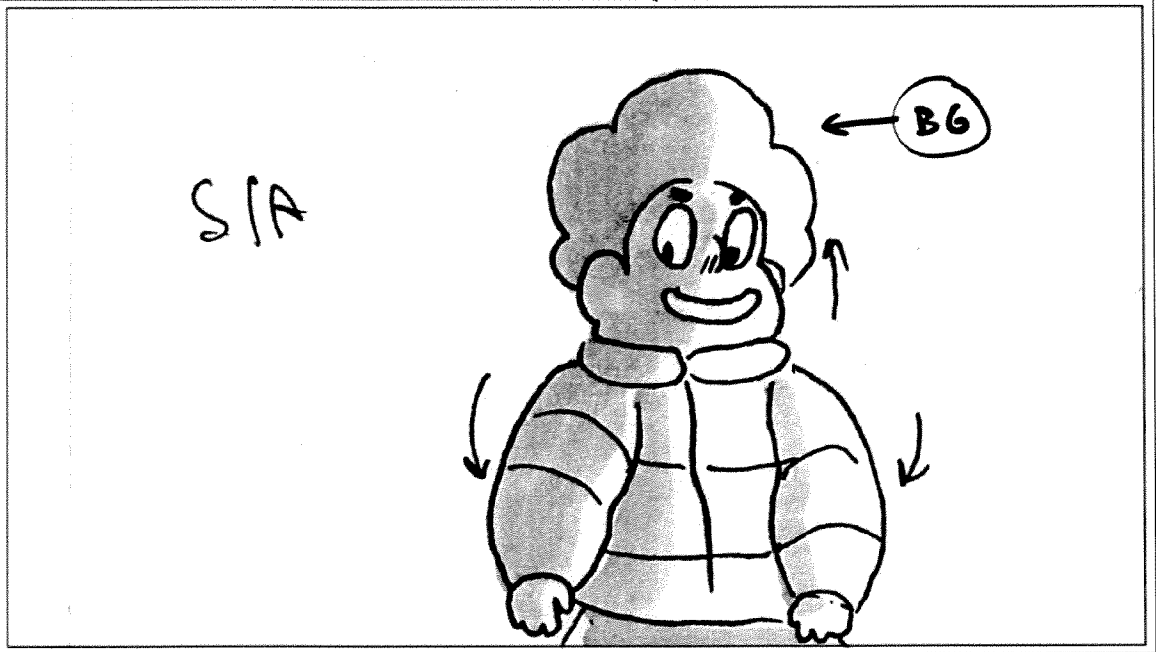
0.07

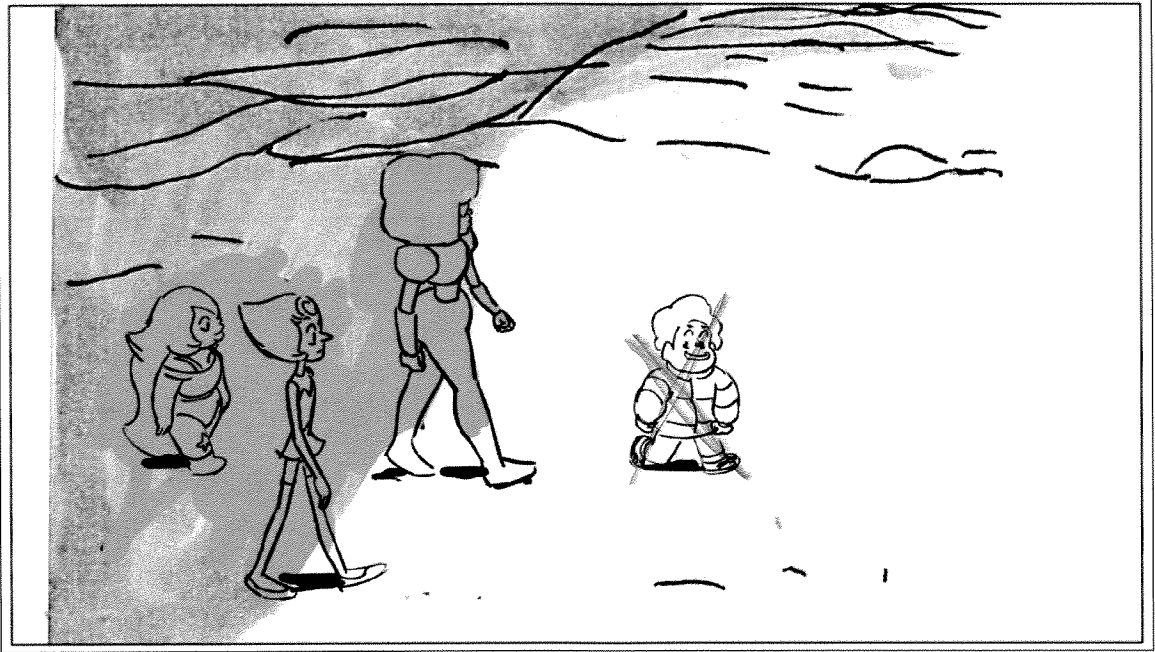
1020.009

1020.009

Scene	Panel
44	cont 3
	
Dialog STEVEN: HAAAAHA	
Action Notes Pan BG	
Slugging 0.10	

Scene	Panel
44	cont 4
	
Dialog STEVEN: HAAAAHA	
Action Notes Pan BG JUN 17 2013	
Slugging 0.10	

Scene	Panel
44	5
	
Dialog STEVEN: HAHAHA	
Action Notes Pan BG	
Slugging 1.04	

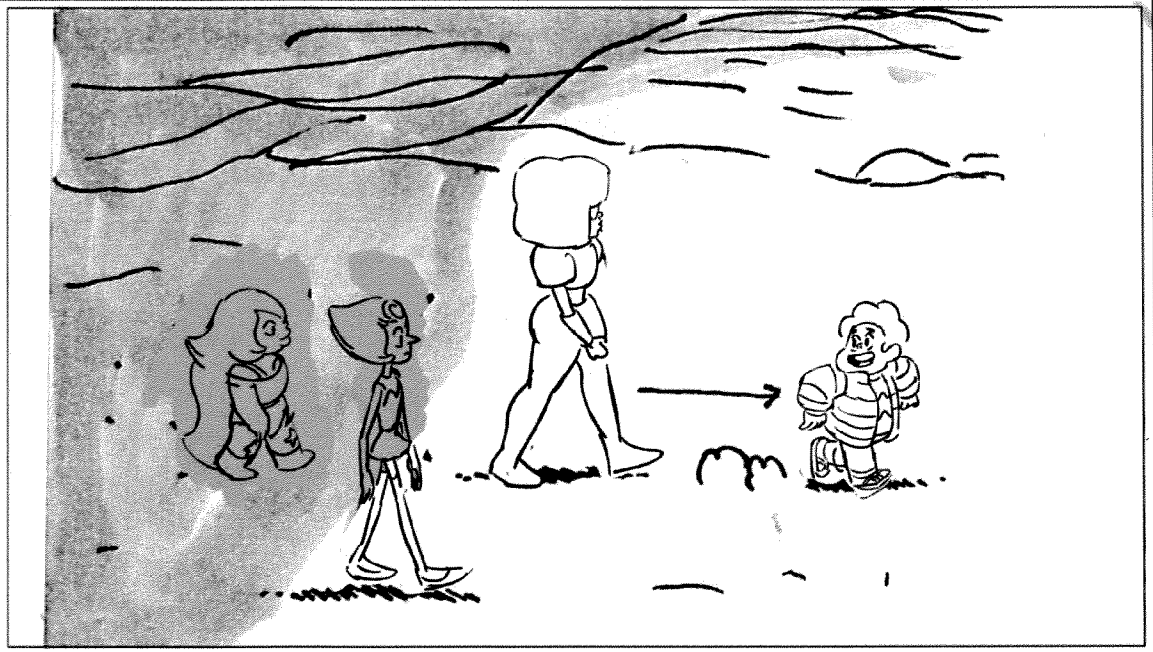
Scene	Panel
45	1
	
Dialog STEVEN: I'M TAKING	
Slugging Panels 1 + 2 = 2.08	

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Scene	Panel
45	1



Dialog
STEVEN: YOU GUYS

Scene	Panel
46	1



Dialog
STEVEN: TO THE BEST PLACE

Action Notes
Steven walks into scene,

Slugging
Panels 1 + 2 = 1.04

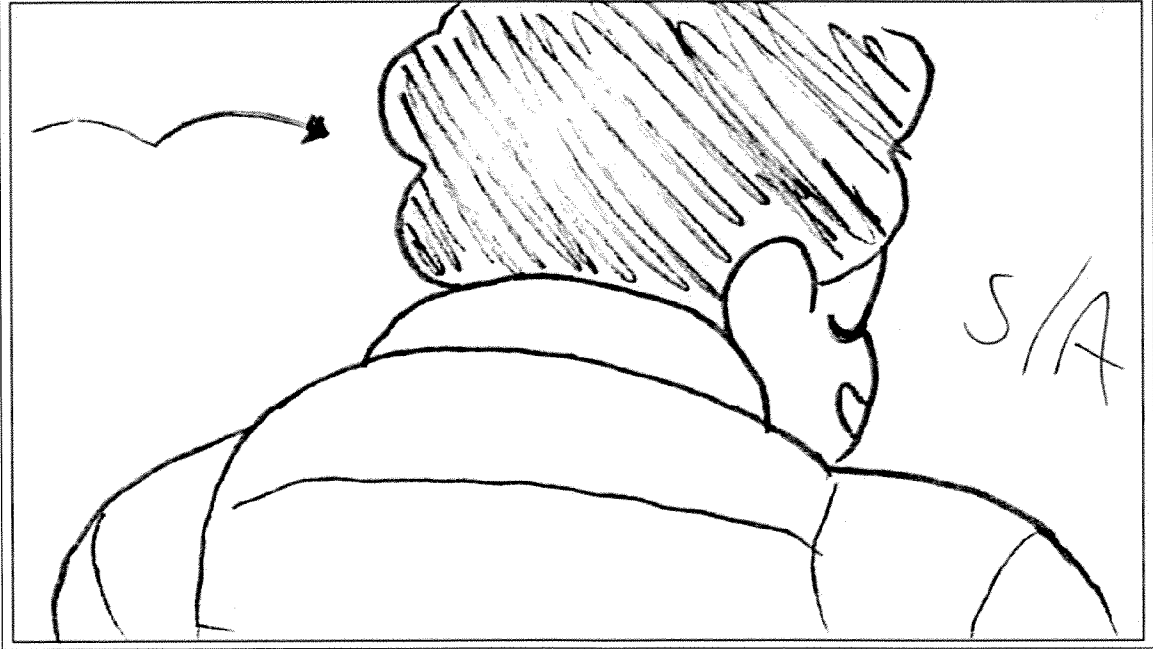
1020.009

1020.009

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1020.009

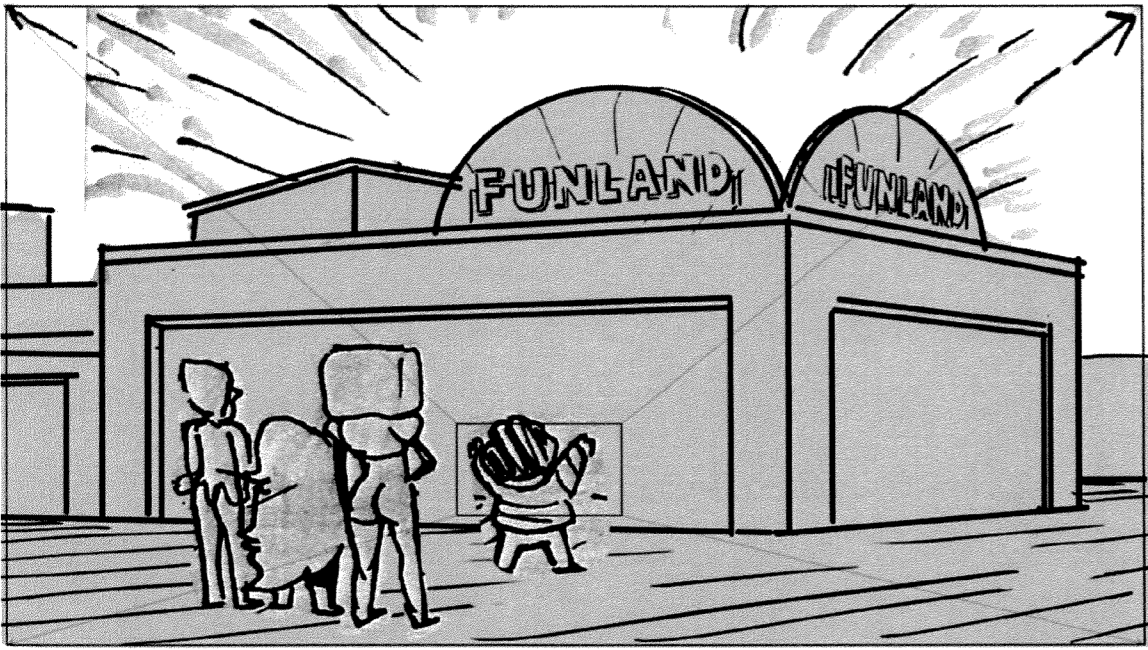
Scene	Panel	
	46	2
		
<p>Dialog</p> <p>STEVEN: TO THE BEST PLACE</p>		
<p>Action Notes</p> <p>and glances back to Gems.</p>		

Scene	Panel	
	46	3
		
<p>Dialog</p> <p>STEVEN: IN BEACH CITY!</p>		
<p>Slugging</p> <p>1.11</p> <p>JUN 17 2013</p>		

1020:009

1020:009

Scene	Panel
46	4



Dialog

STEVEN: FUN LAND ARCADE!

Action Notes

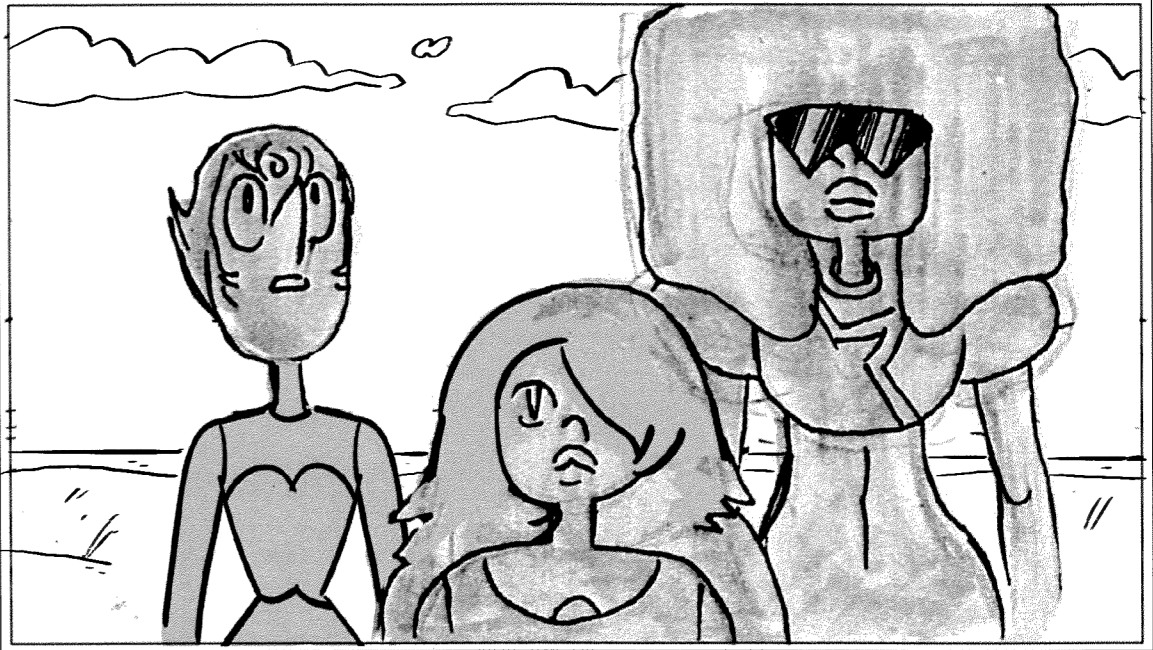
widen to reveal Funland arcade.

Slugging

ADJ: 0.04

Then HOLD: 2.14

Scene	Panel
47	1



Slugging

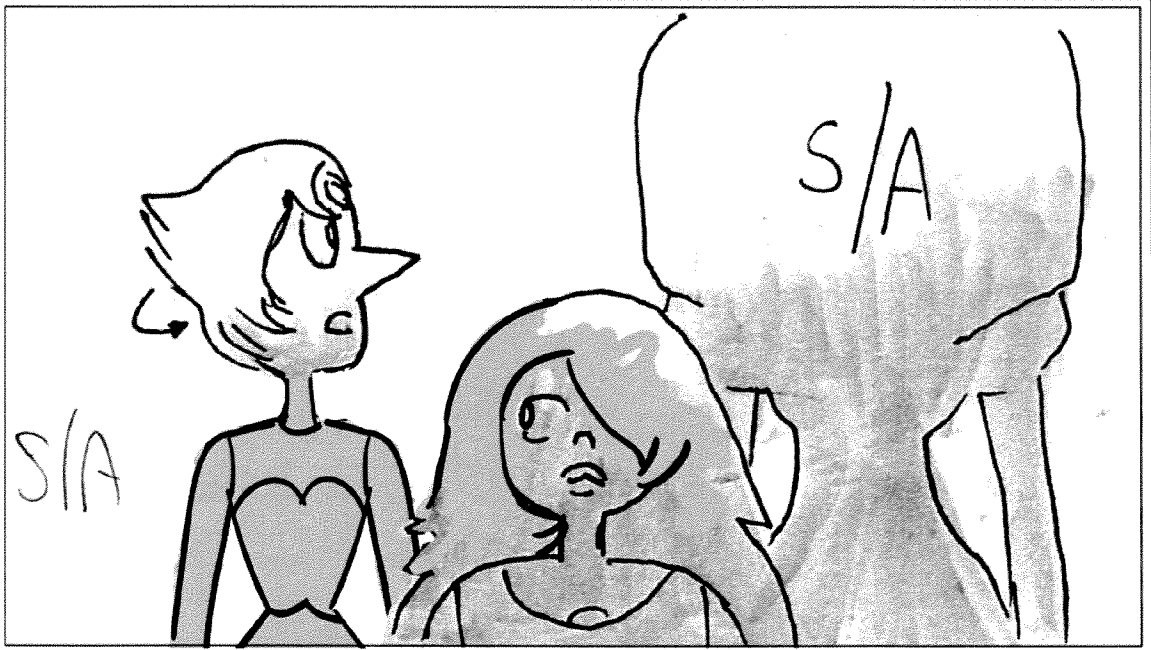
1.04

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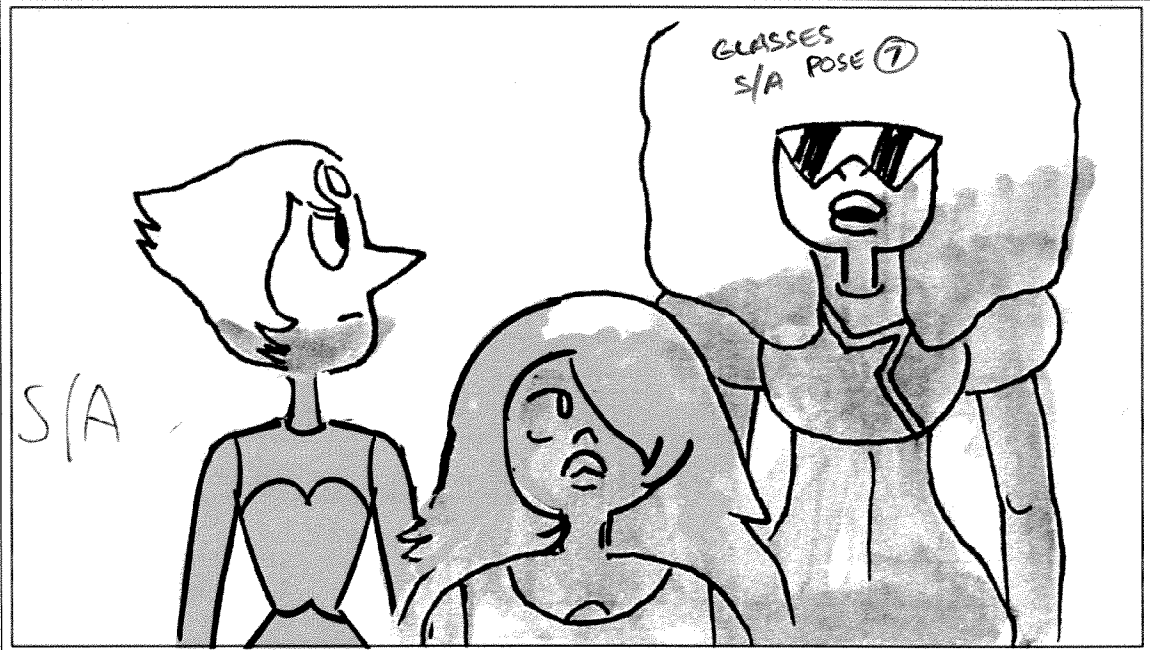
Scene 47 *CONT* Panel 2



Dialog
PEARL: DO WE HAVE ANYTHING ELSE TO DO?

Slugging
2.06

Scene 47 *CONT* Panel 3



Dialog
GARNET: WE DON'T.

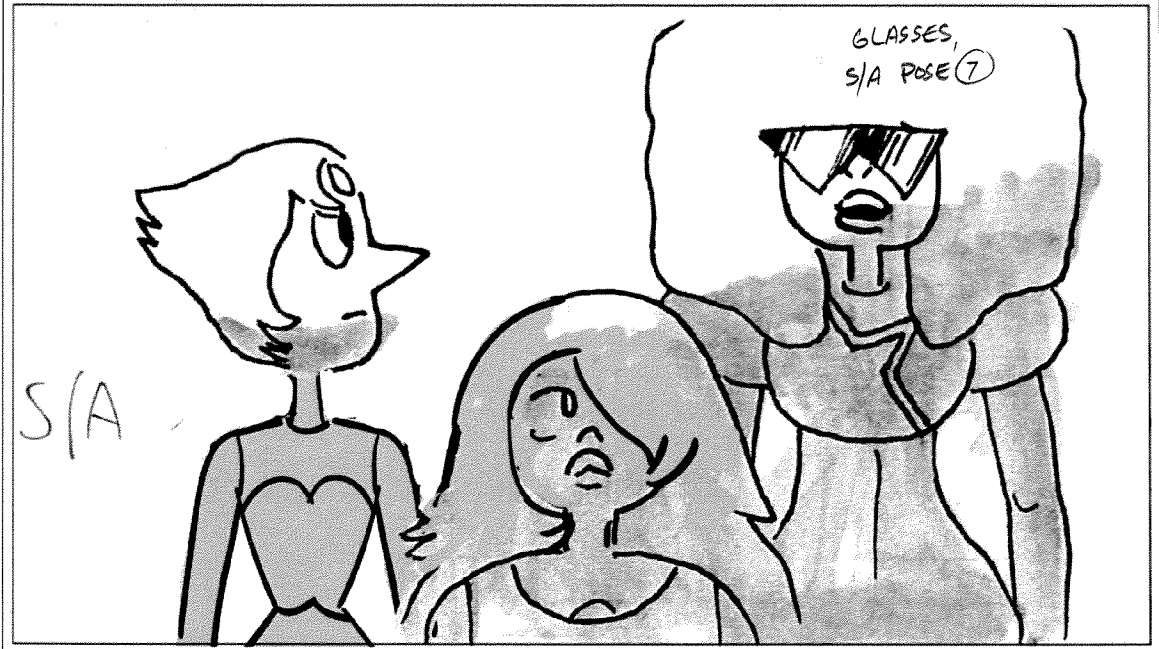
Slugging
0.13

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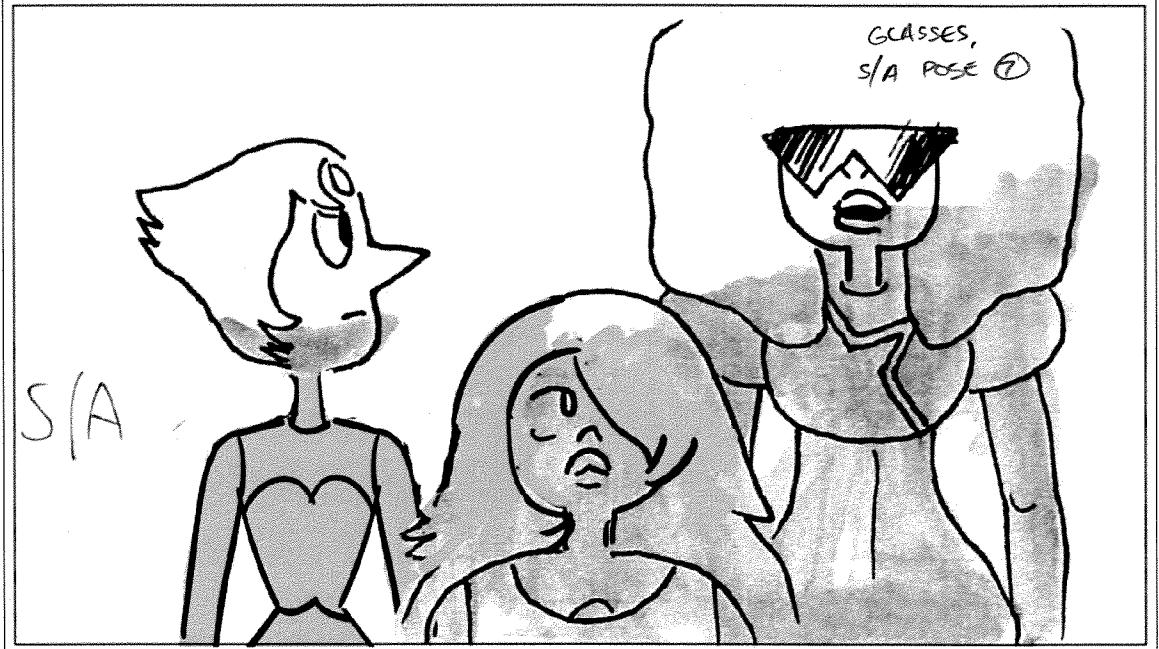
Scene	Panel
47	cont
	4



Slugging
0.04

Notes
LIGHT REFLECTION TRAVELS ACROSS GLASSES

Scene	Panel
47	cont
	5



Slugging
0.04

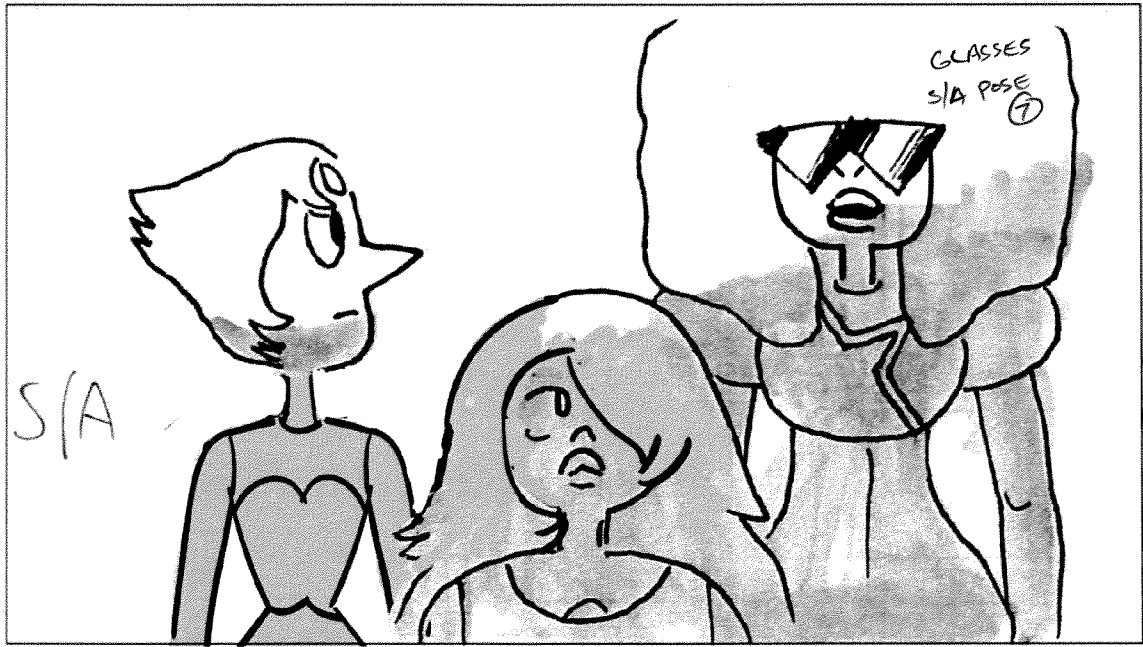
Notes
LIGHT REFLECTION TRAVELS ACROSS GLASSES

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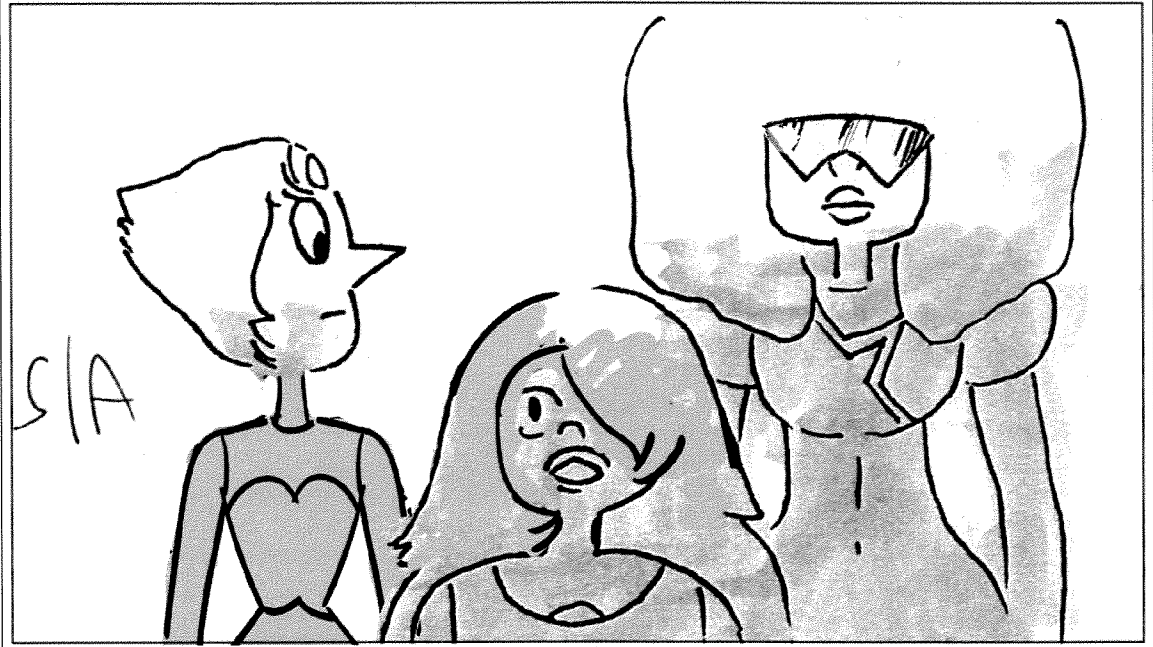
Scene 47 *cont* Panel 6



Slugging
0.06

Notes
LIGHT REFLECTION TRAVELS ACROSS GLASSES

Scene 47 *cont* Panel 7



Dialog
AMETHYST: AAAA.... DON'T YOU NEED MONEY FOR THAT PLACE?


Slugging
3.13

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1020-009

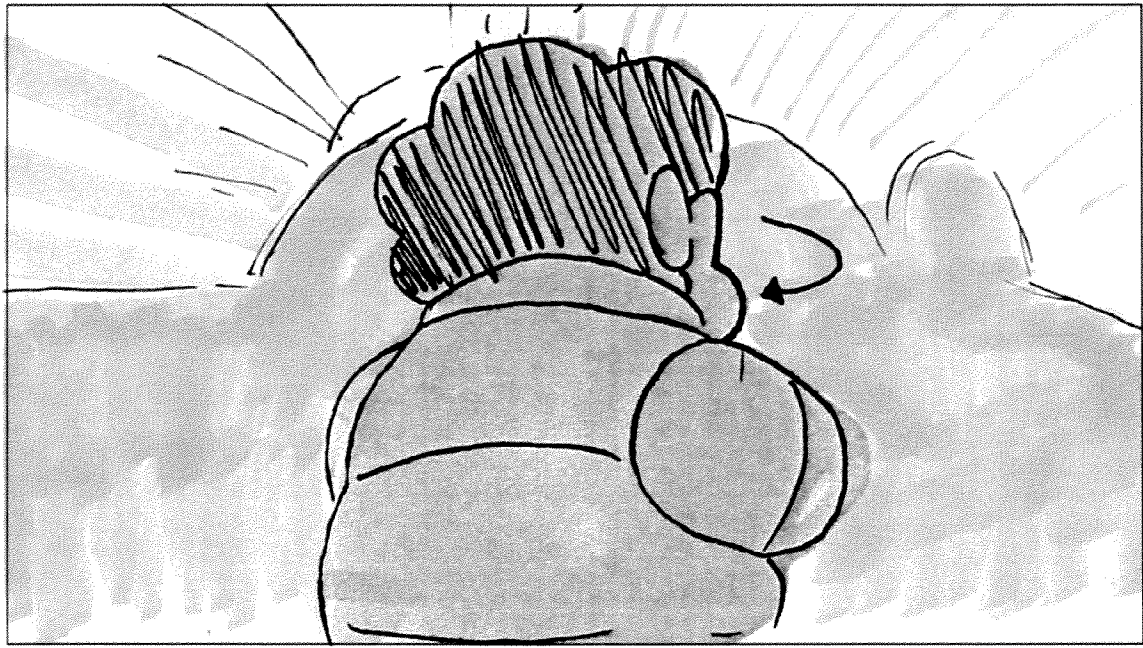
Scene	Panel
47	8
	
<p>Dialog</p> <p>STEVEN (off-screen): OH, DON'T WORRY.</p>	
<p>Slugging</p> <p>2.09</p>	

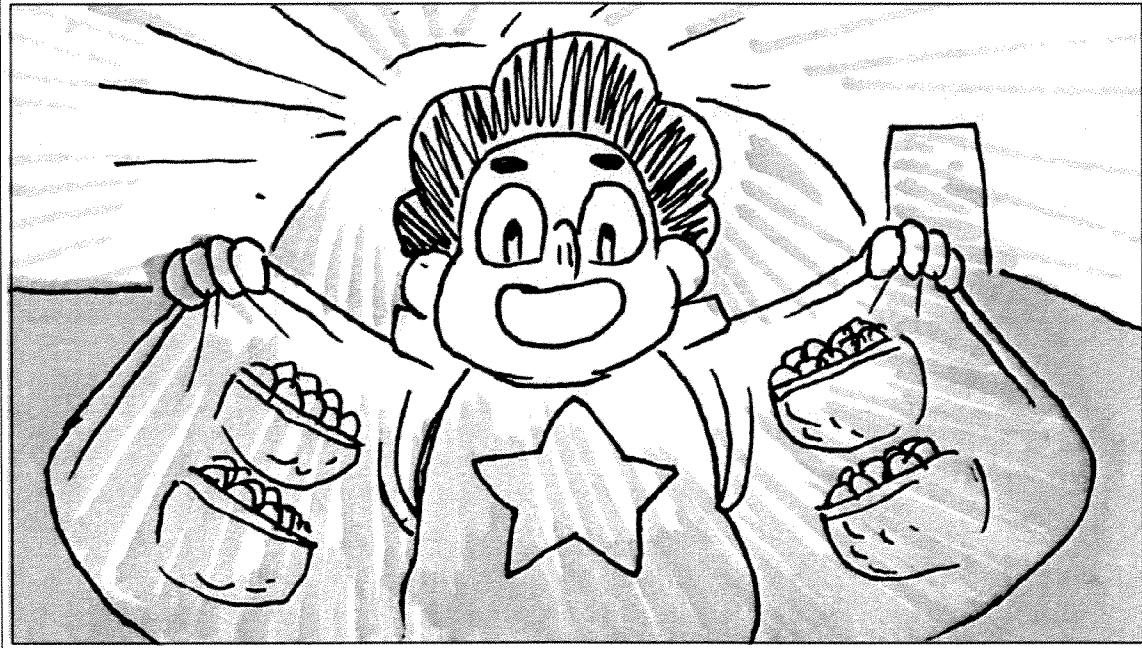
Scene	Panel
48	1
	
<p>Dialog</p> <p>STEVEN: THIS ONE'S...</p>	
<p>Slugging</p> <p>1.02</p>	

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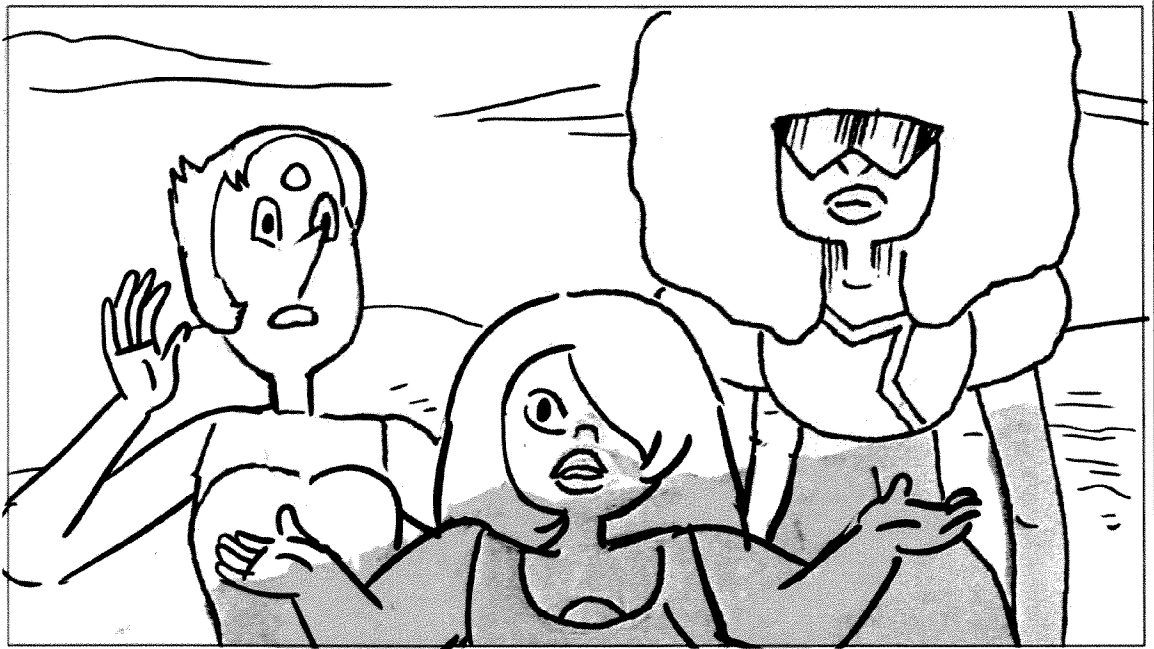
Scene	Panel
48	<i>cont</i> 2
	
<p>Dialog</p> <p>STEVEN: ON</p>	
<p>Action Notes</p> <p>Steven turns,</p>	
<p>Slugging</p> <p>0.12</p>	

Scene	Panel
48	<i>cont</i> 3
	
<p>Dialog</p> <p>STEVEN: MEEEEEEEEEEEEEEEEEEEEEEEEEE</p>	
<p>Action Notes</p> <p>and opens coat to show pockets filled with tokens.</p>	
<p>Slugging</p> <p>1.09</p> <p>JUN 17 2013</p>	

1020.009

1020.009

Scene	Panel
49	1



Dialog

STEVEN: EEEEEEEEEEEEEEE!!

Slugging

Panels 1 + 2 = 2.05

Scene	Panel
49	2



Dialog

STEVEN: EEEEEEEEEEEEEEE!!

JUN 17 2013

1020-009

1020-009

Scene	Panel
50	1



Slugging
0.14

Scene	Panel
50	cont 2

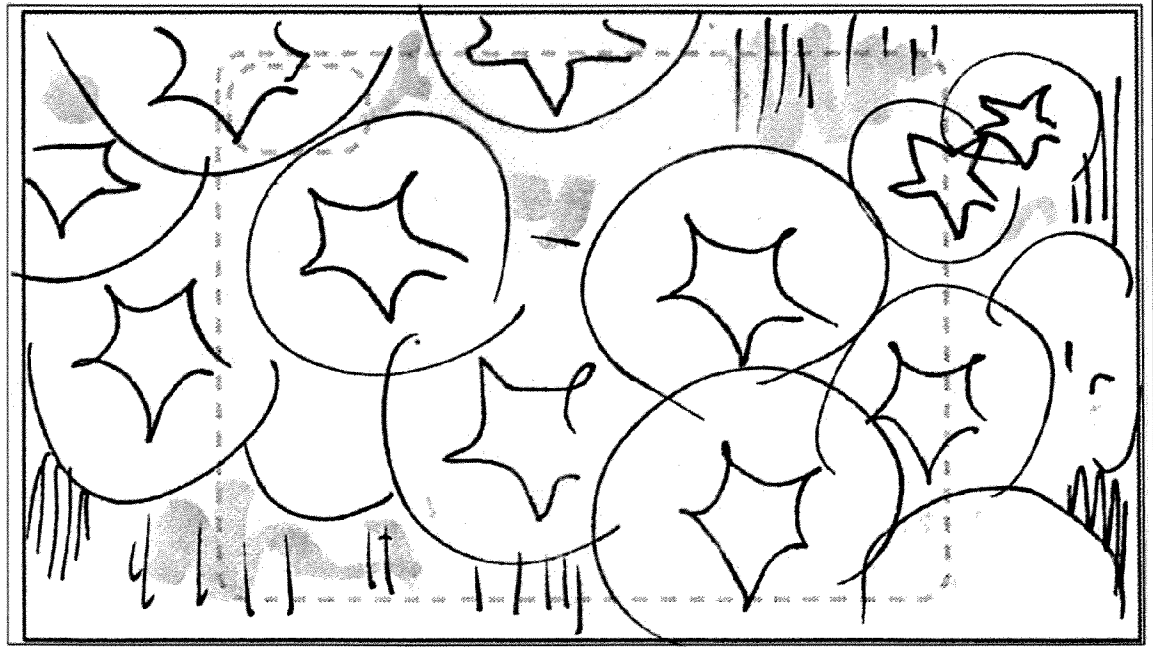


Action Notes
Tokens pass through screen.

Slugging
0.06

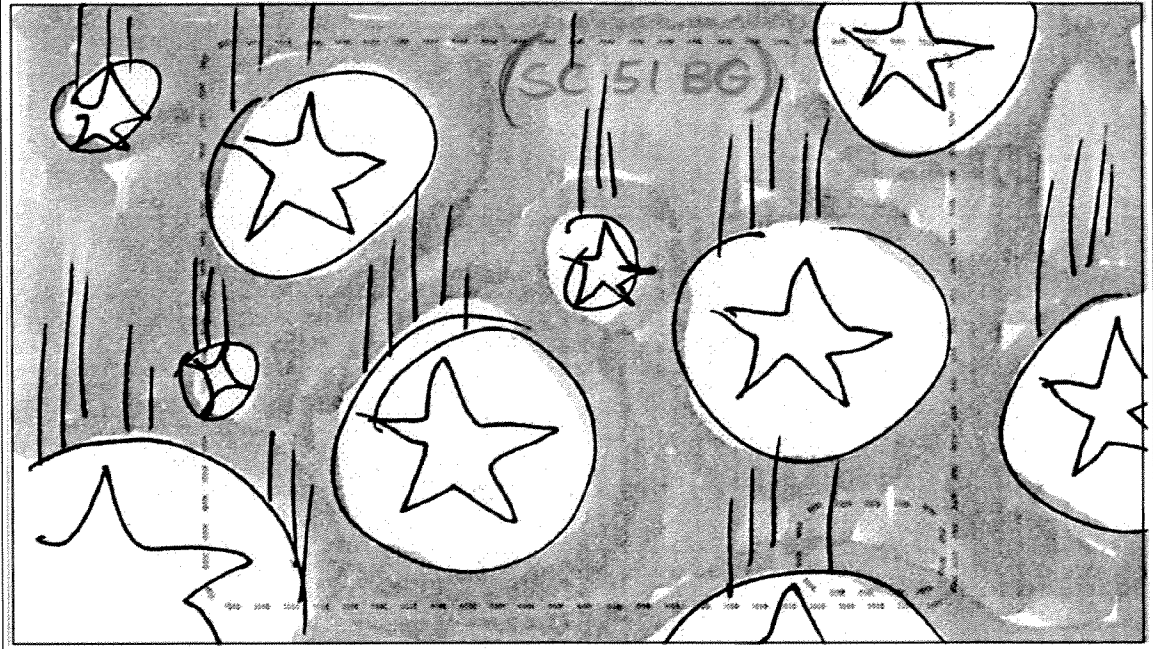
JUN 17 2013

Scene 50 Panel 3



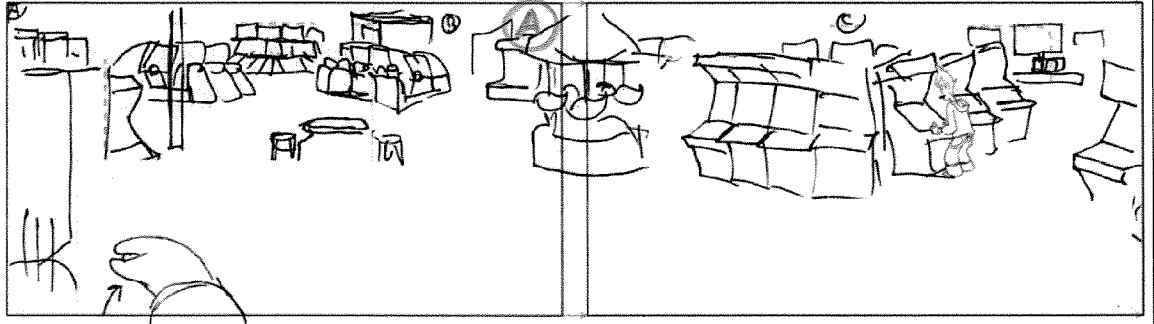
Slugging
0.08
*CAMERA WIPE.

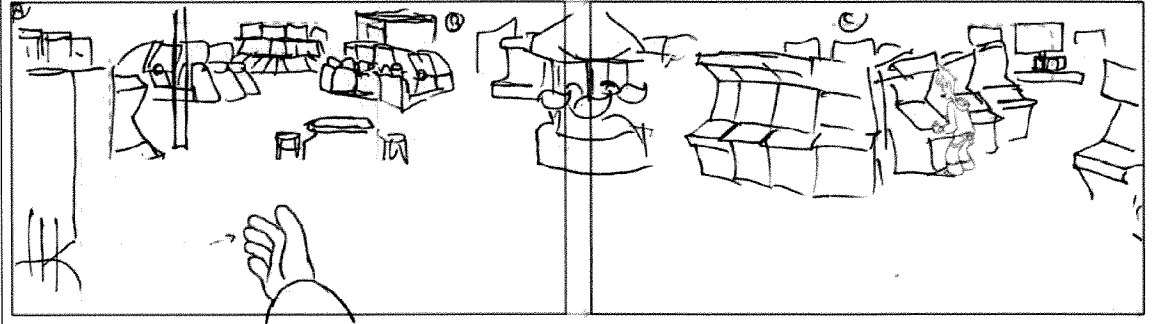
Scene 50 Panel 4

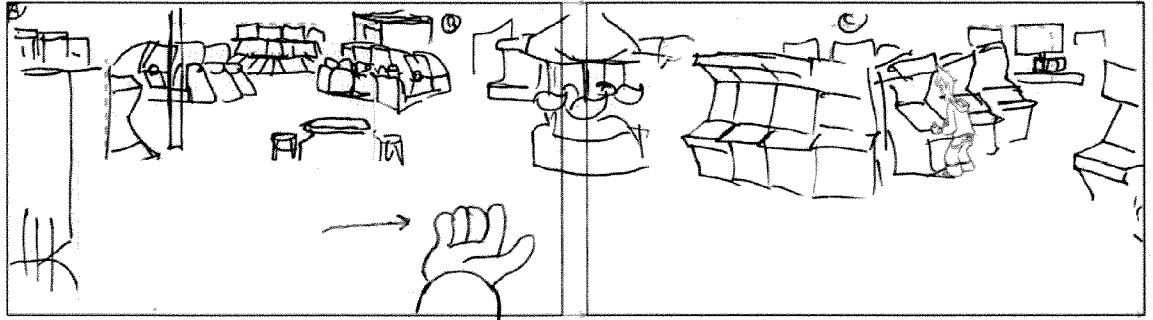


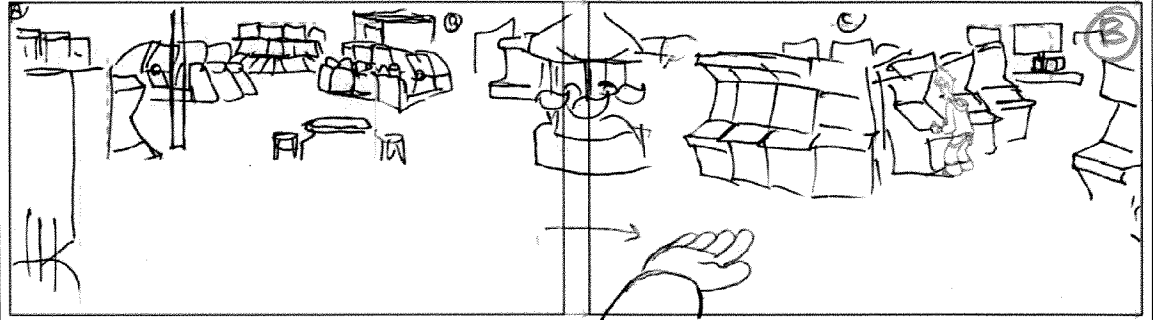
Slugging
1.00
AFTER COINS FILL FRAME,
SC 51 IS REVEALED.

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Scene	Panel
51	1
	
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>	
<p>Action Notes</p> <p>Sour Cream Cycle panels 1 and 2 throughout scene</p> <p>Pan East as Steven gestures.</p>	
<p>Slugging</p> <p>Panels 1 to 5 = ADJ: 6.14</p>	

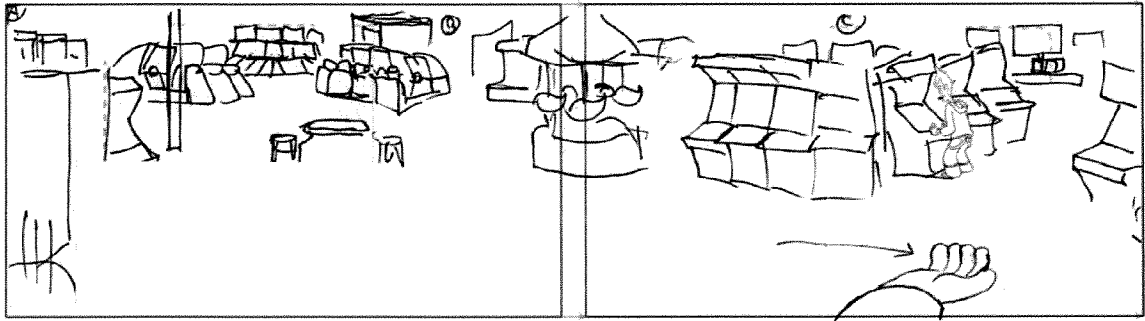
Scene	Panel
51	2
	
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>	
<p>Action Notes</p> <p>Sour Cream Cycle panels 1 and 2 throughout scene</p> <p>Pan East as Steven gestures.</p>	
<p>JUN 17 2013</p>	

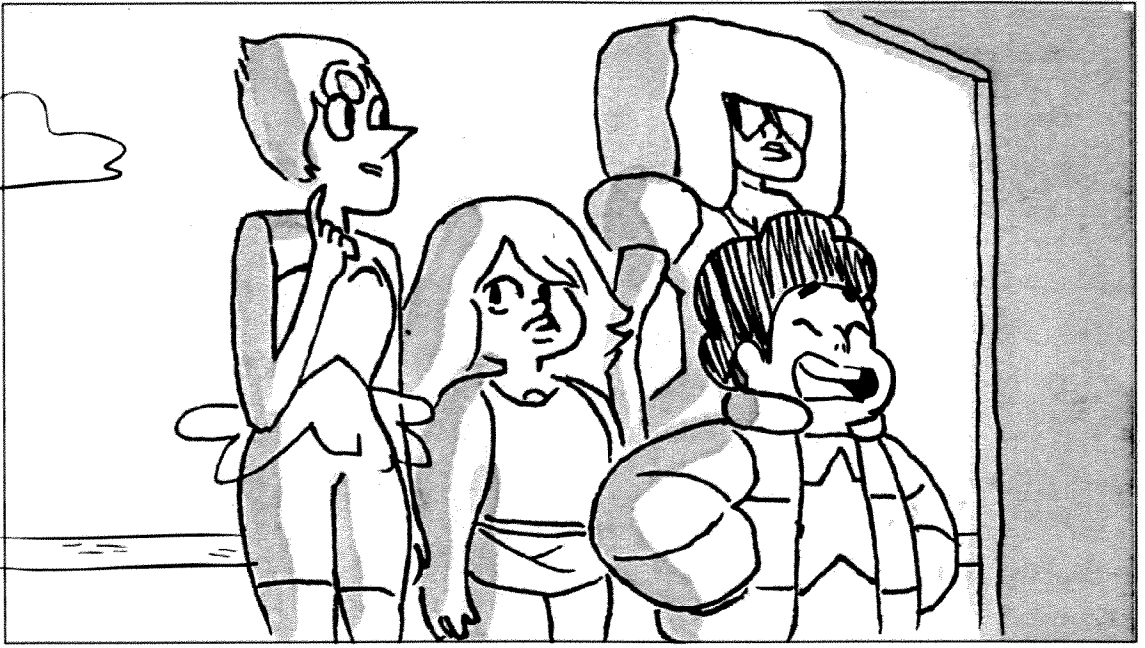
Scene	Panel
51	<i>cont</i> 3
	
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>	
<p>Action Notes</p> <p>Pan East as Steven gestures.</p>	

Scene	Panel
51	<i>cont</i> 4
	
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>	
<p>Action Notes</p> <p>Pan East as Steven gestures.</p> <p>JUN 17 2013</p>	

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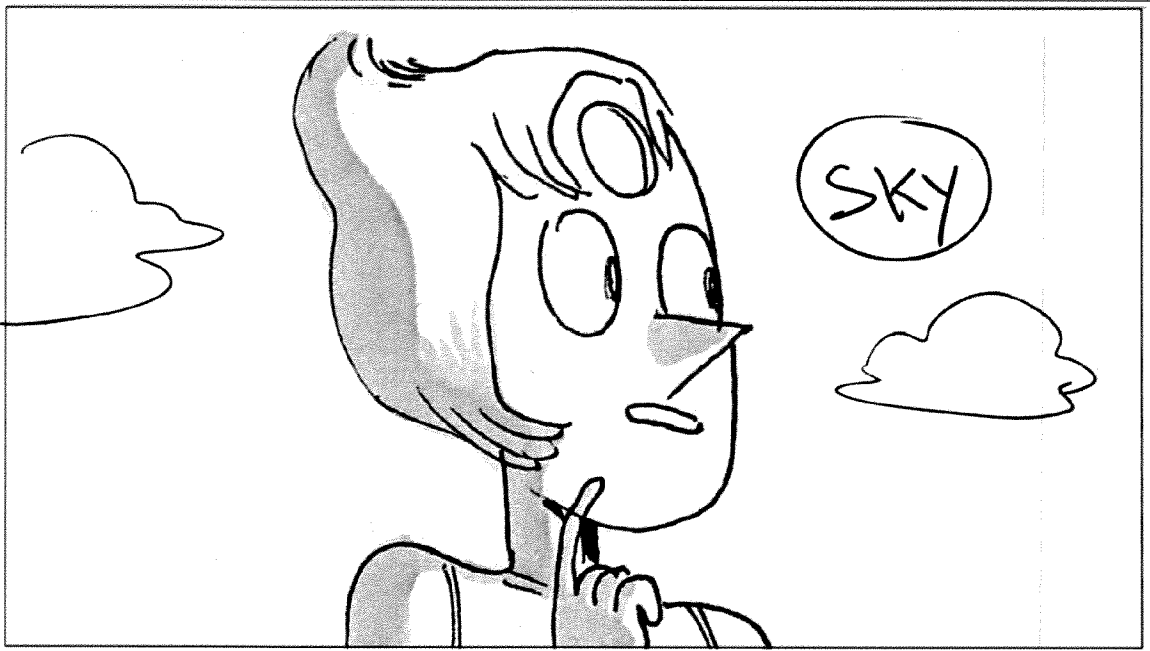
Scene	Panel
51	unt 5
	
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>	
<p>Action Notes</p> <p>Pan East through arcade as Steven gestures.</p>	

Scene	Panel
52	1
	
<p>Dialog</p> <p>STEVEN: HEAHEAHAHA!</p>	
<p>Slugging</p> <p>2.08</p> <p>JUN 17 2013</p>	

1020.009

1020.009

Scene	Panel
53	1



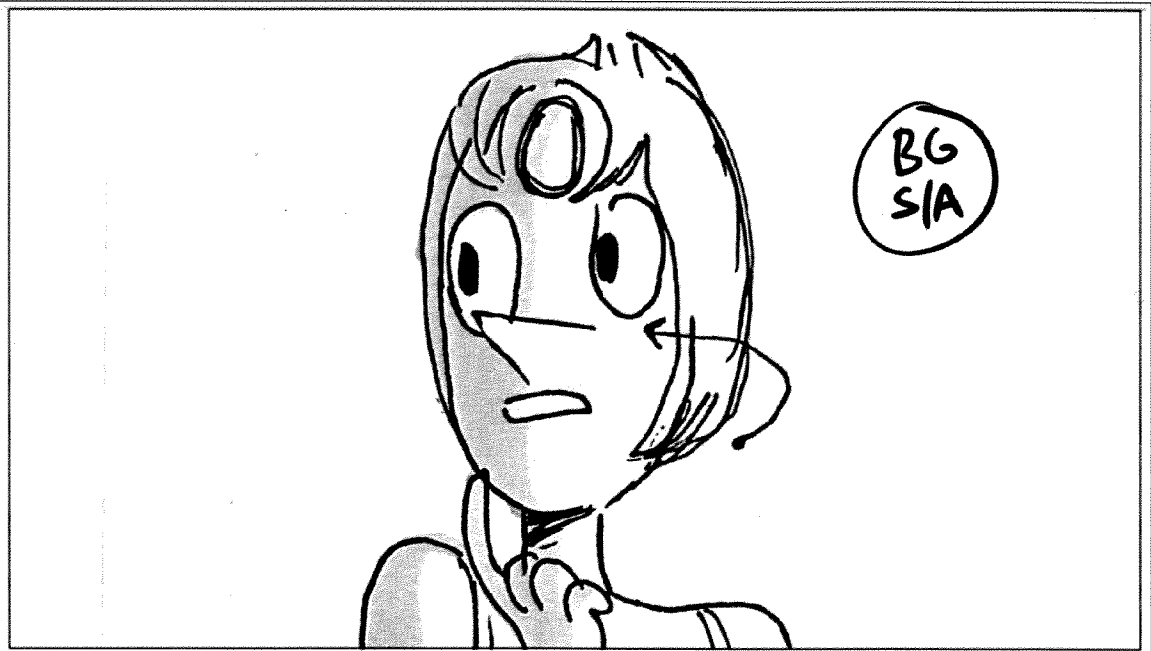
Dialog

PEARL: HUMANS FIND SUCH FASCINATING WAYS

Slugging

3.04

Scene	Panel
53	2



Dialog

PEARL: TO WASTE THEIR TIME.

Slugging

2.11

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1020.009

Scene	Panel
53	CONT 3

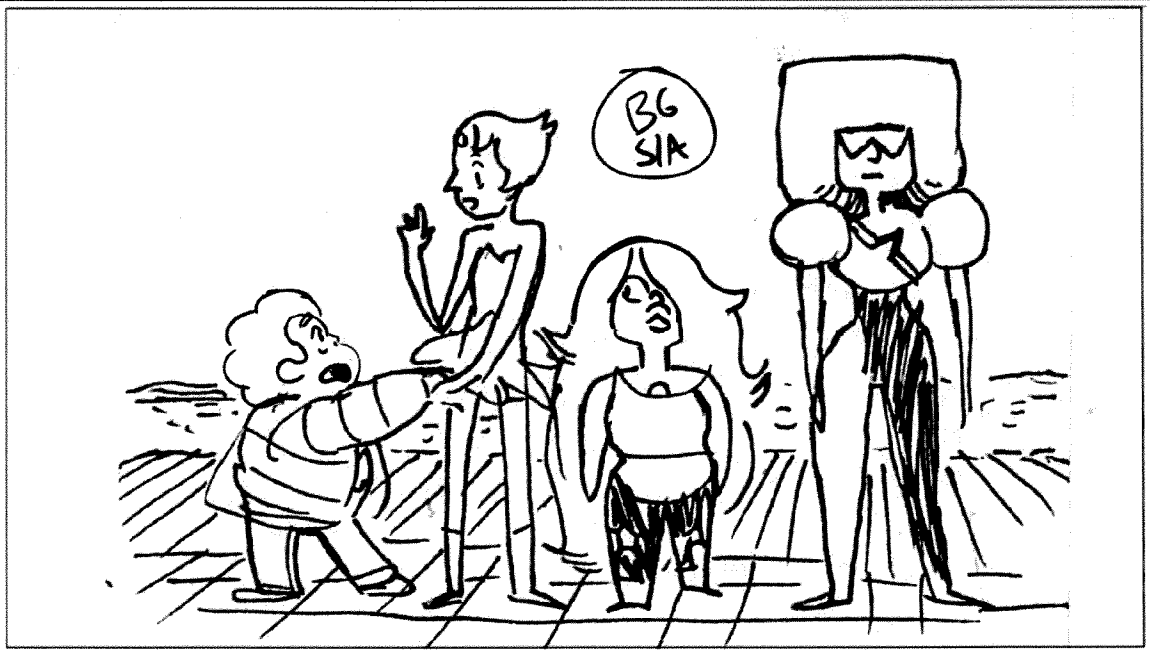
Dialog
STEVEN (off-screen): PEARL!
PEARL: HUH?
Action Notes
Pearl looks down.
Slugging
0.13

Scene	Panel
54	1

Dialog
STEVEN: PEARL, COME ON!
Action Notes
Steven takes Pearl's hand.
Slugging
Panels 1 + 2 = 1.05

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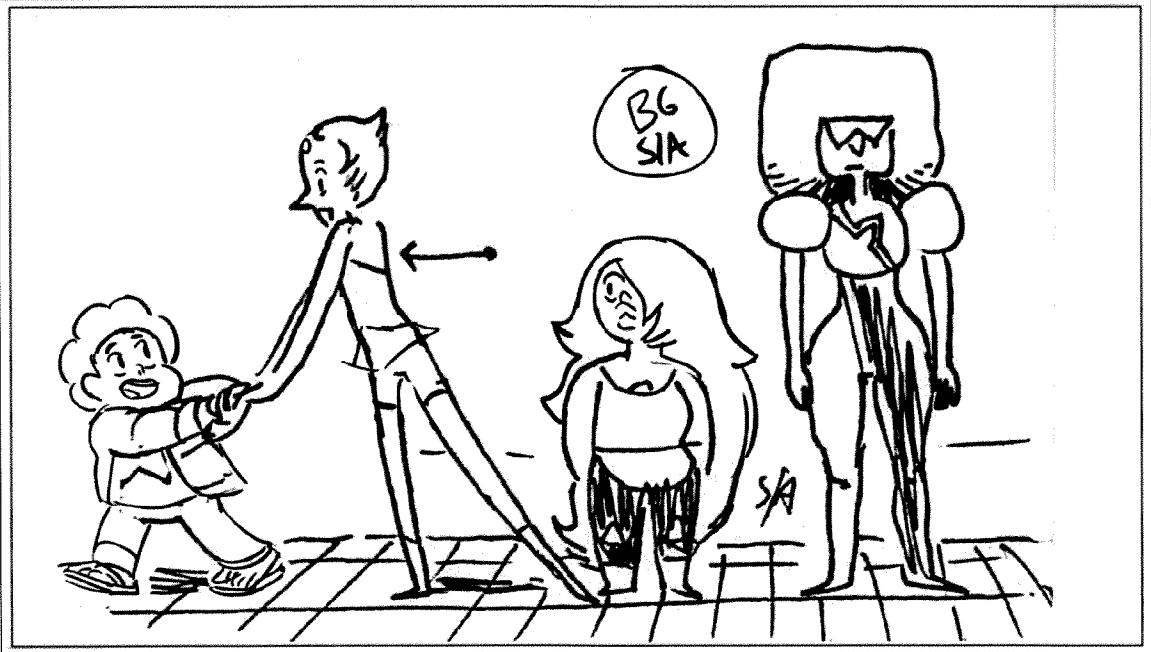
Scene	Panel
54	<i>cont</i> 2



Dialog

STEVEN: PEARL, COME ON!

Scene	Panel
54	<i>cont</i> 3



Dialog

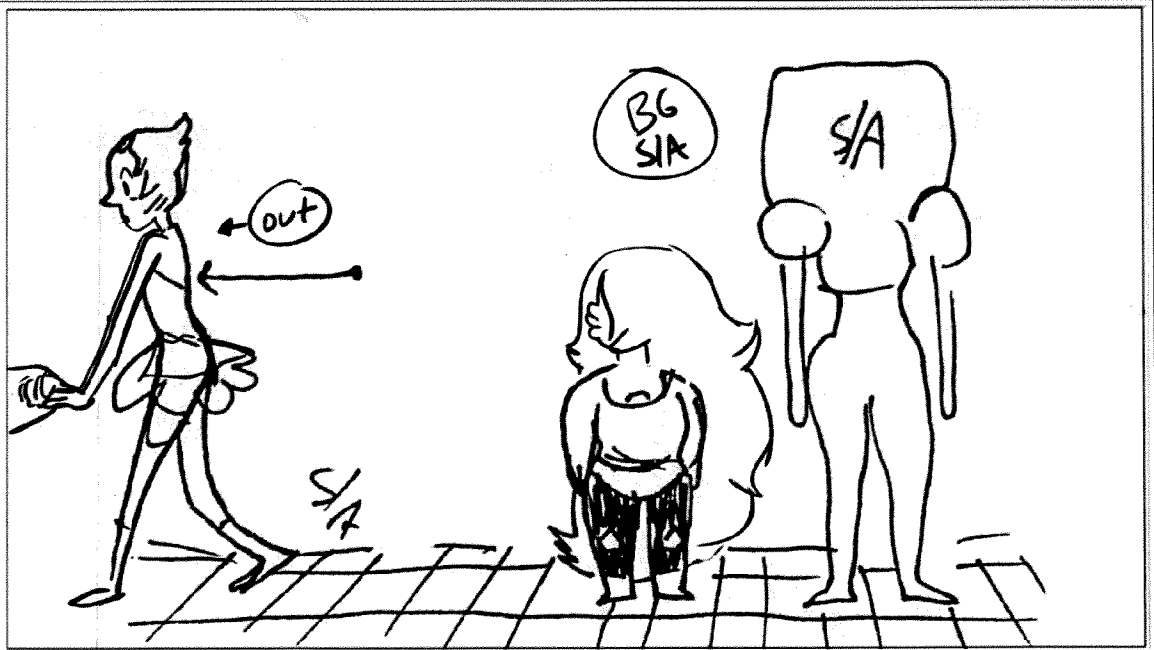
STEVEN: YOU'LL LOVE THIS GAME!

Slugging

1.11

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Scene	Panel
54	cont
4	

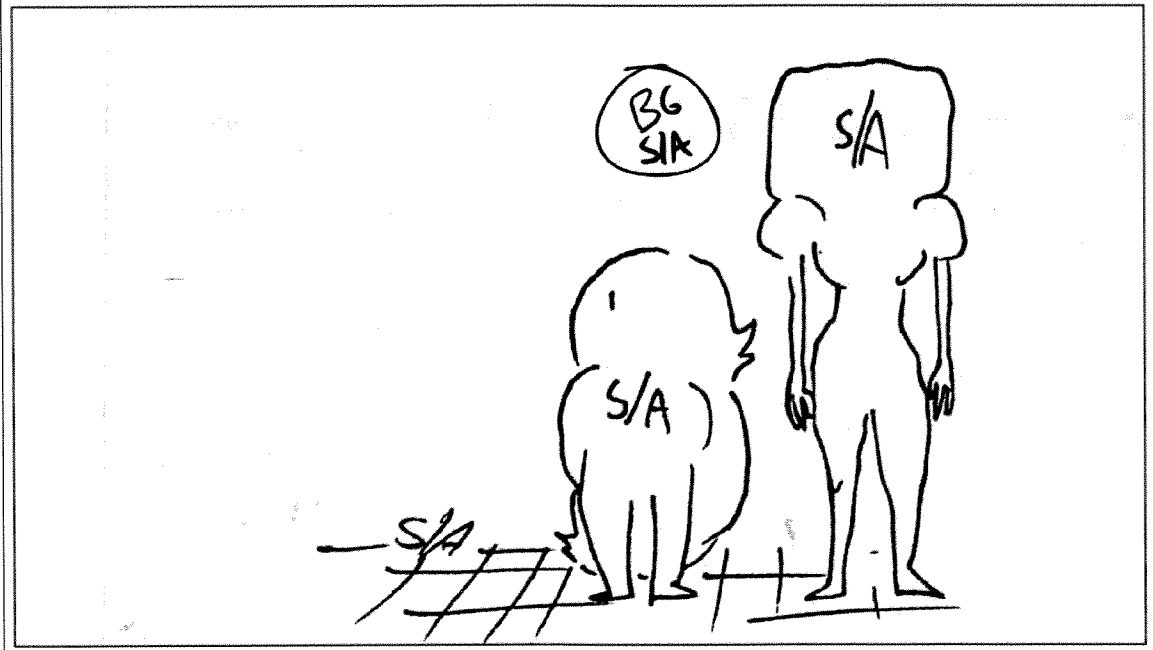


Dialog
PEARL: IF YOU SAY SO.

Action Notes
Steven and Pearl off screen.

Slugging
1.12

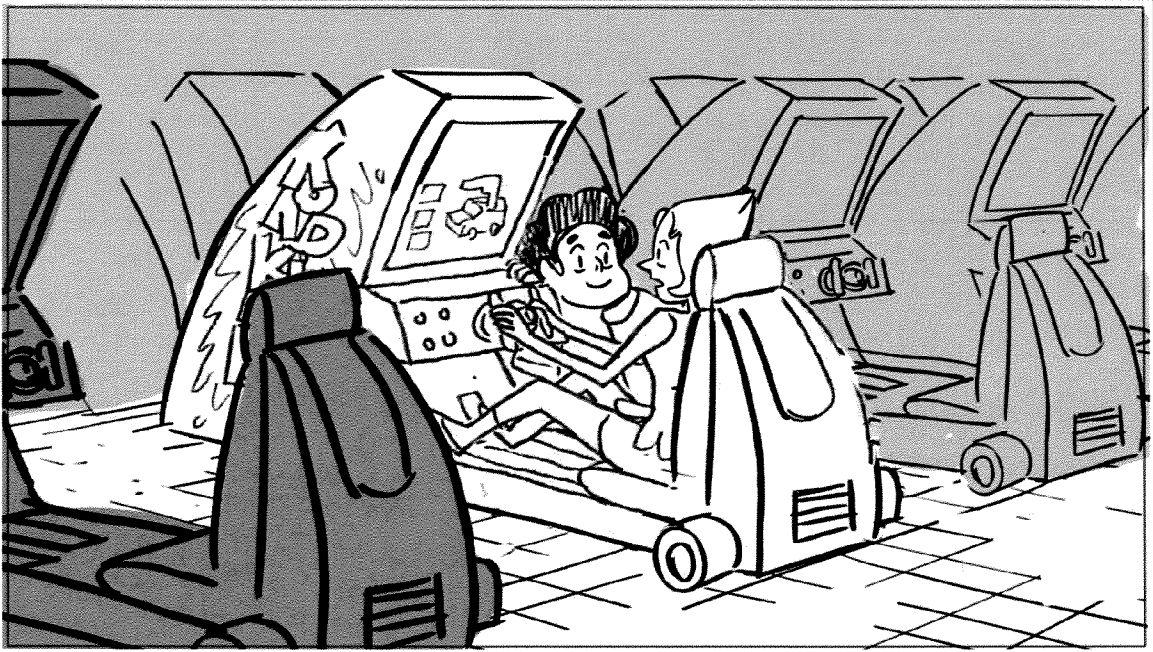
Scene	Panel
54	cont
5	



Slugging
1.02

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Scene	Panel
55	1

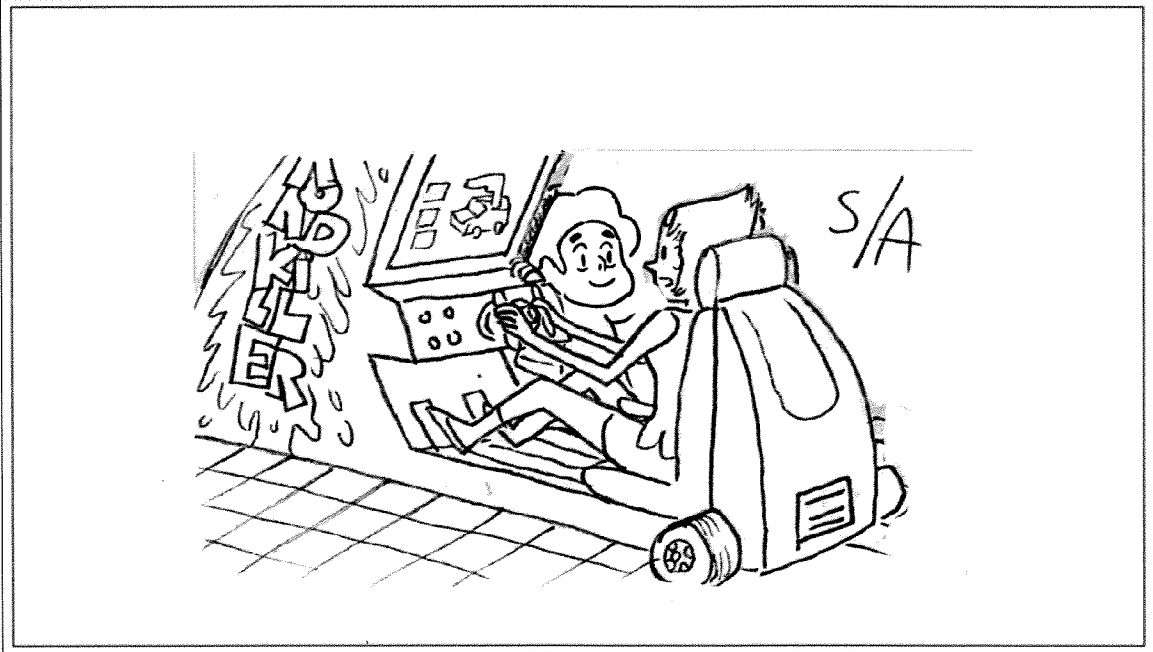


Dialog
PEARL: ROAD KILLER?

Action Notes
Steven watches as Pearl is playing video game.

Slugging
2.07

Scene	Panel
55	2



Dialog
STEVEN: YEAH!

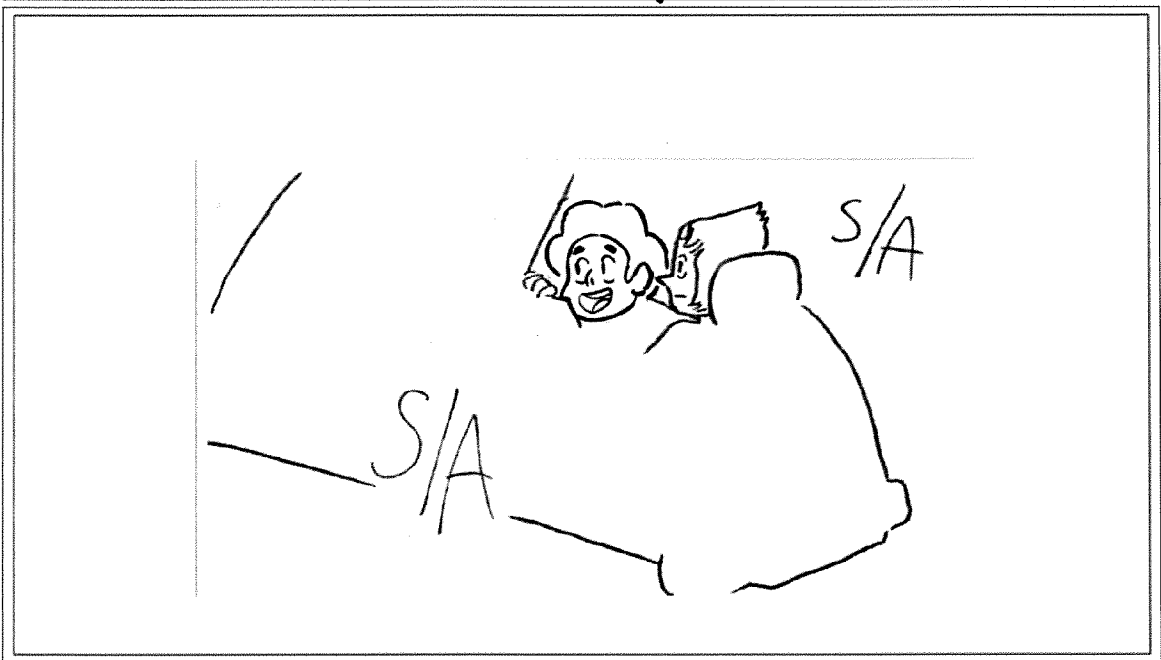
Slugging
Panels 2 + 3 = 4.10

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Scene	Panel
55	cont 3



Dialog

STEVEN: PICK THE CAR YOU LIKE THEN JUST GO FOR IT!

Scene	Panel
55	cont 4



Dialog

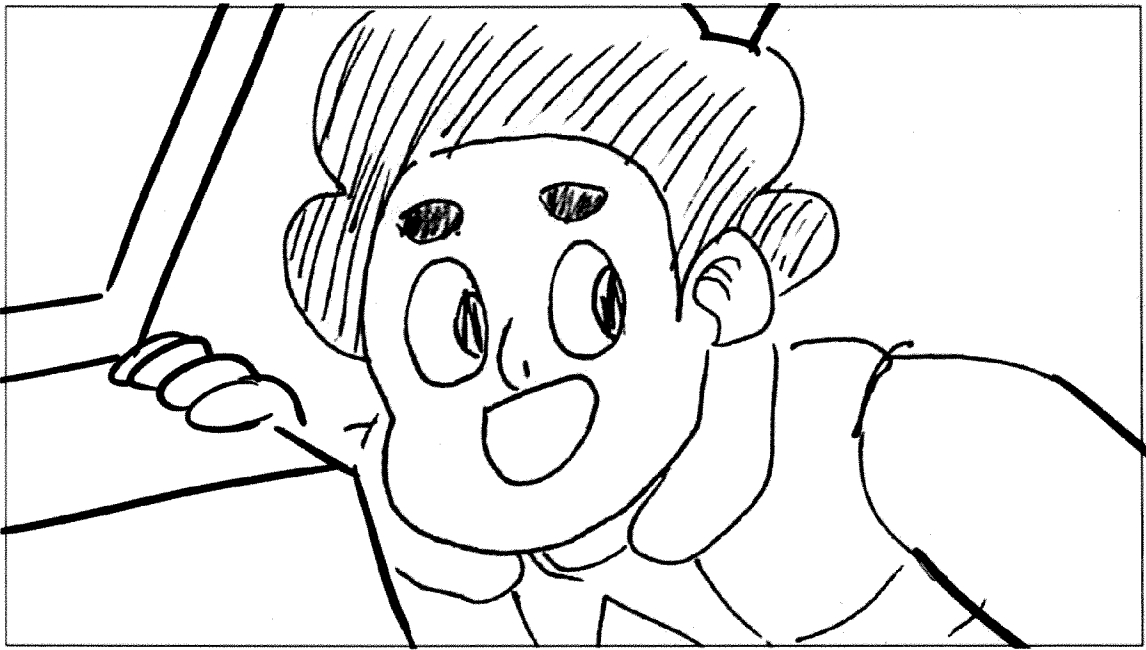
PEARL: WHICH ONES OF THESE BUTTONS IS MY TURN SIGNAL?

Slugging

4.04

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Scene	Panel
56	1



Dialog

STEVEN: NONE OF THEM. HAVE FUN!

Slugging

2.12

Scene	Panel
56	2



Action Notes

Steven out of scene.

Slugging

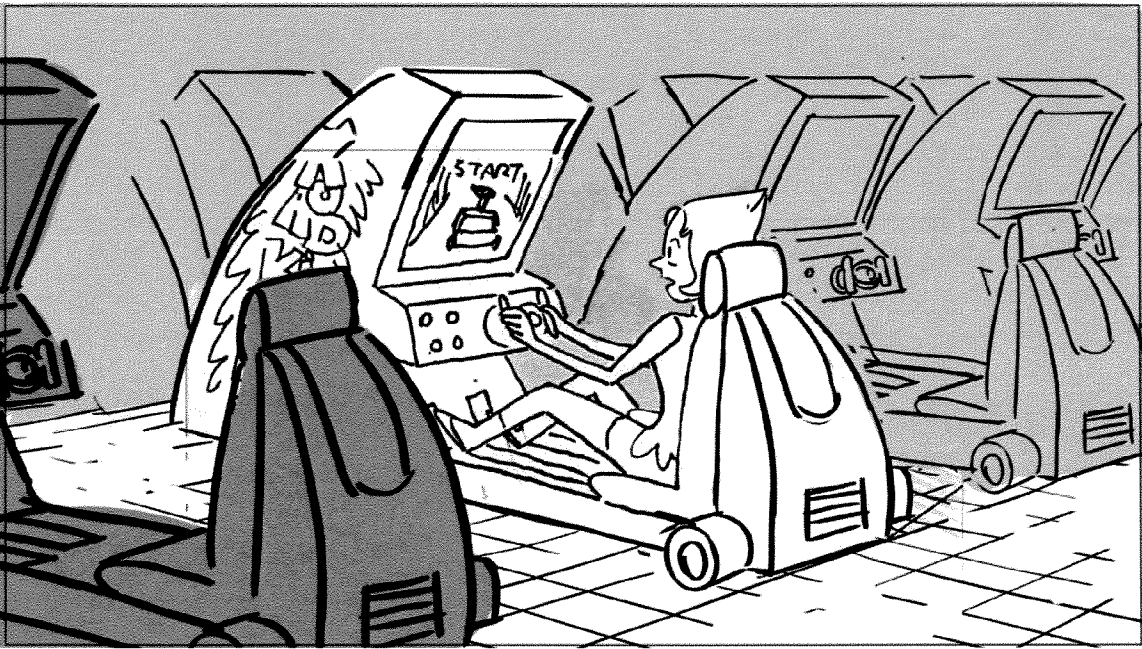
1.10

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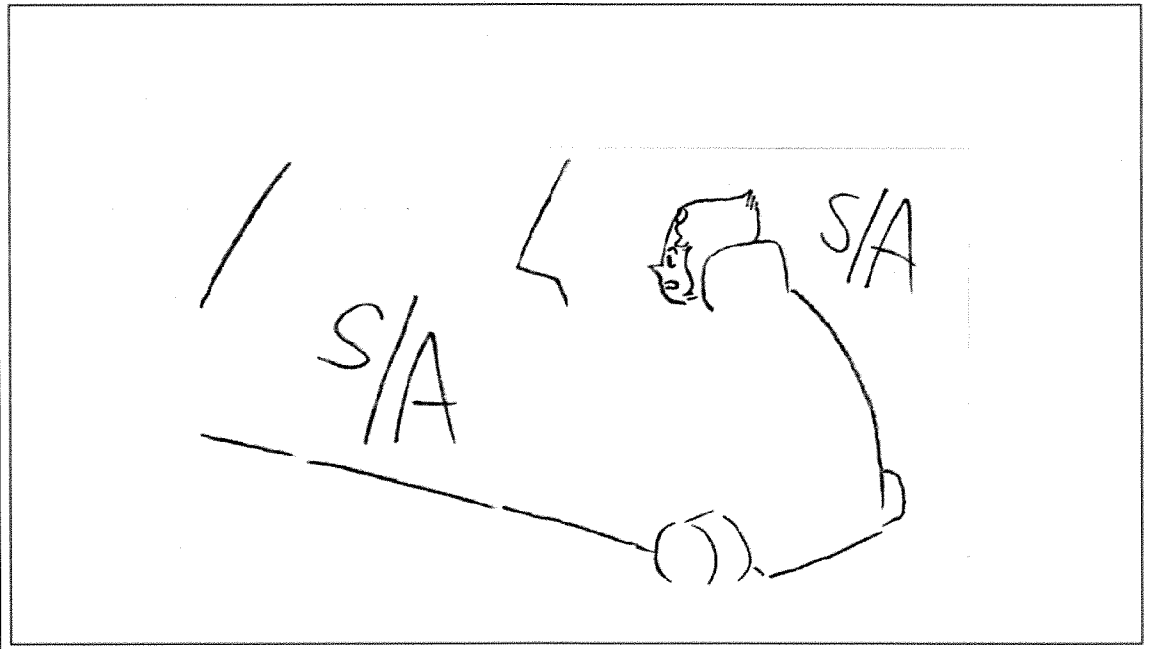
Scene	Panel
57	1



Dialog
GAME: KILL THE ROAD!

Slugging
1.09

Scene	Panel
57	2



Dialog
PEARL: OK.

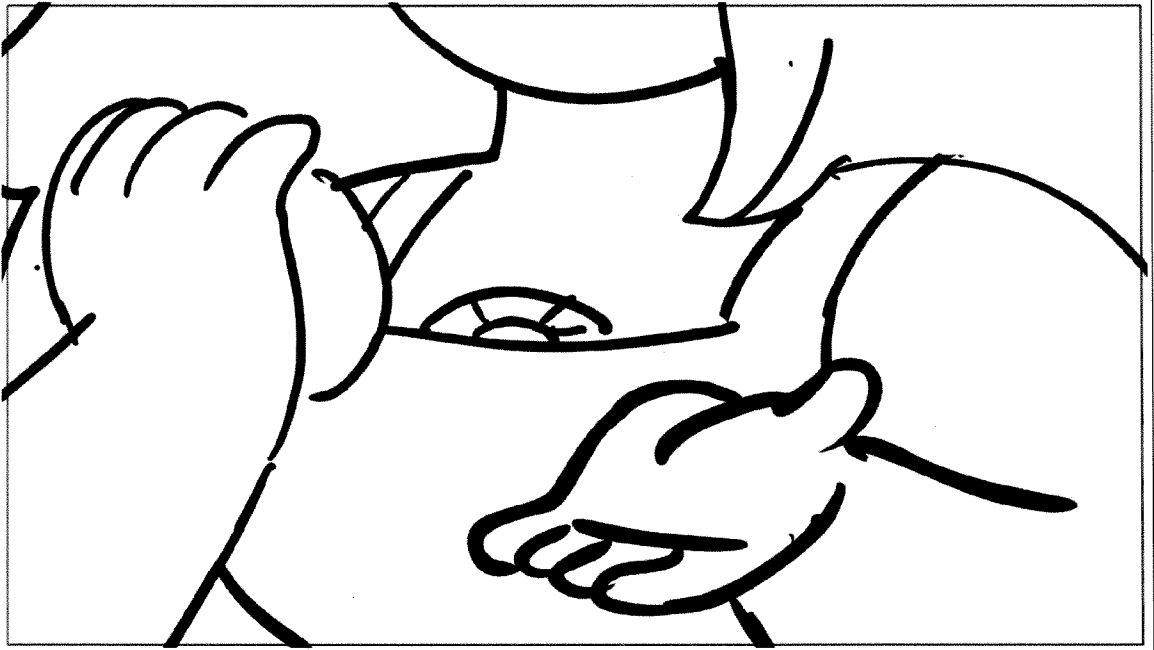
Slugging
2.08

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Scene	Panel
58	1

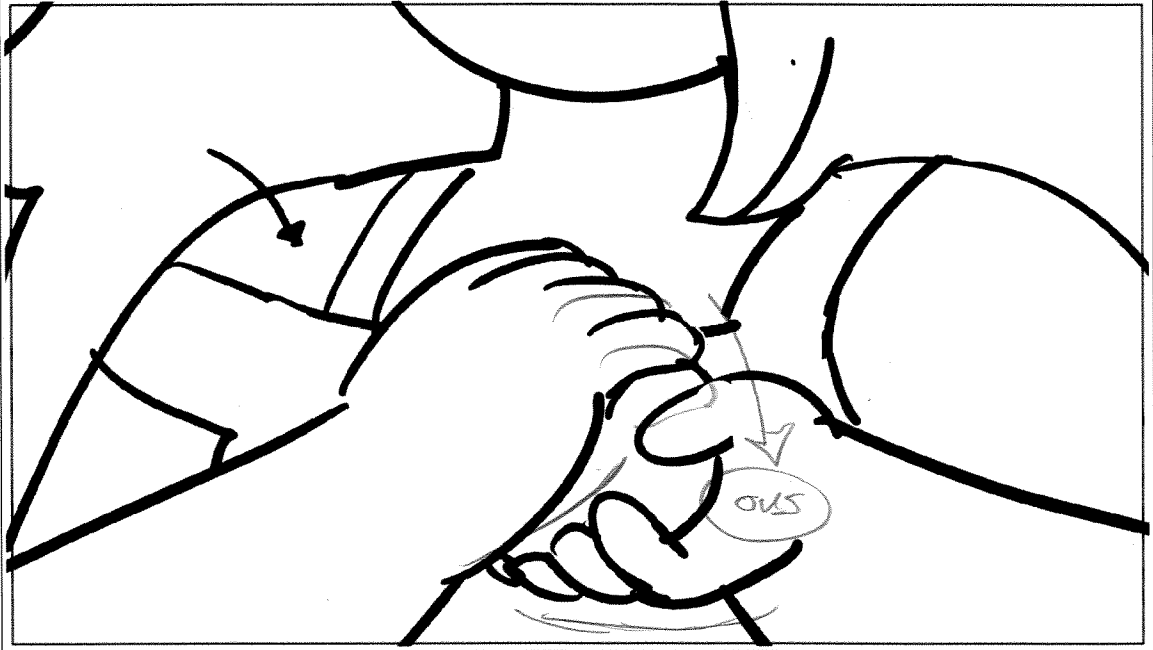


Dialog
STEVEN: THIS

Action Notes
Steven hands Amethyst a ski ball.

Slugging
Panels 1 + 2 = 1.08

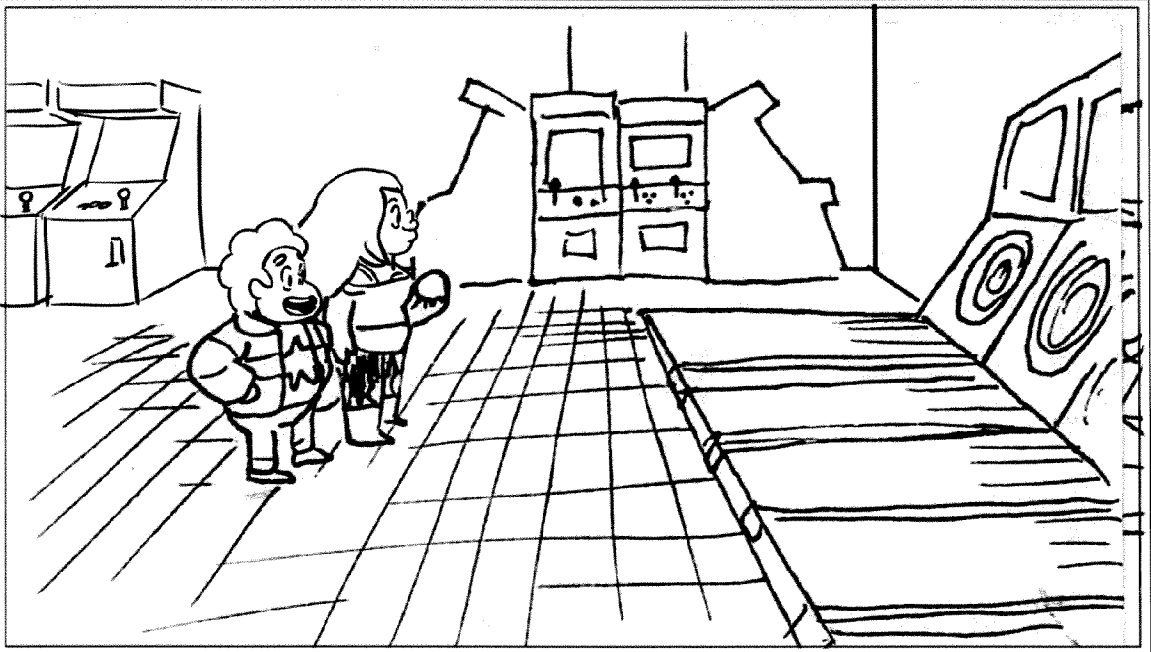
Scene	Panel
58	2



Dialog
STEVEN: THIS

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Scene	Panel
59	1



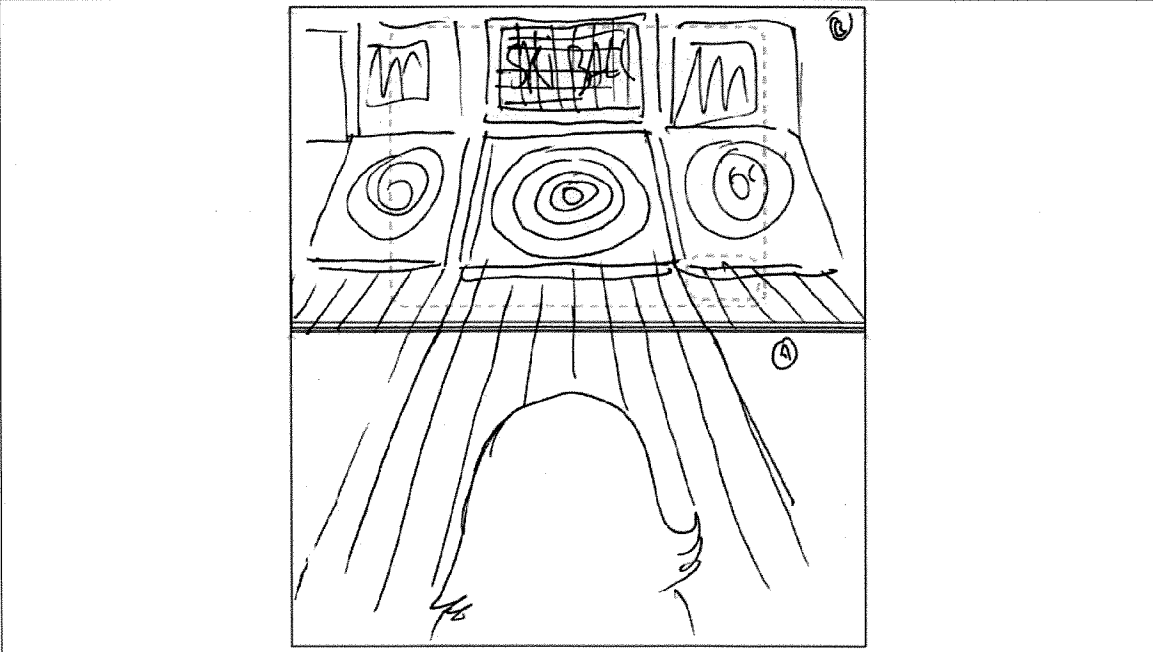
Dialog

STEVEN: IS SKEE-BALL!

Slugging

1.14

Scene	Panel
60	1



Dialog

STEVEN: ROLL THE BALL INTO THE HOLE

Action Notes

Pan up to show targets.

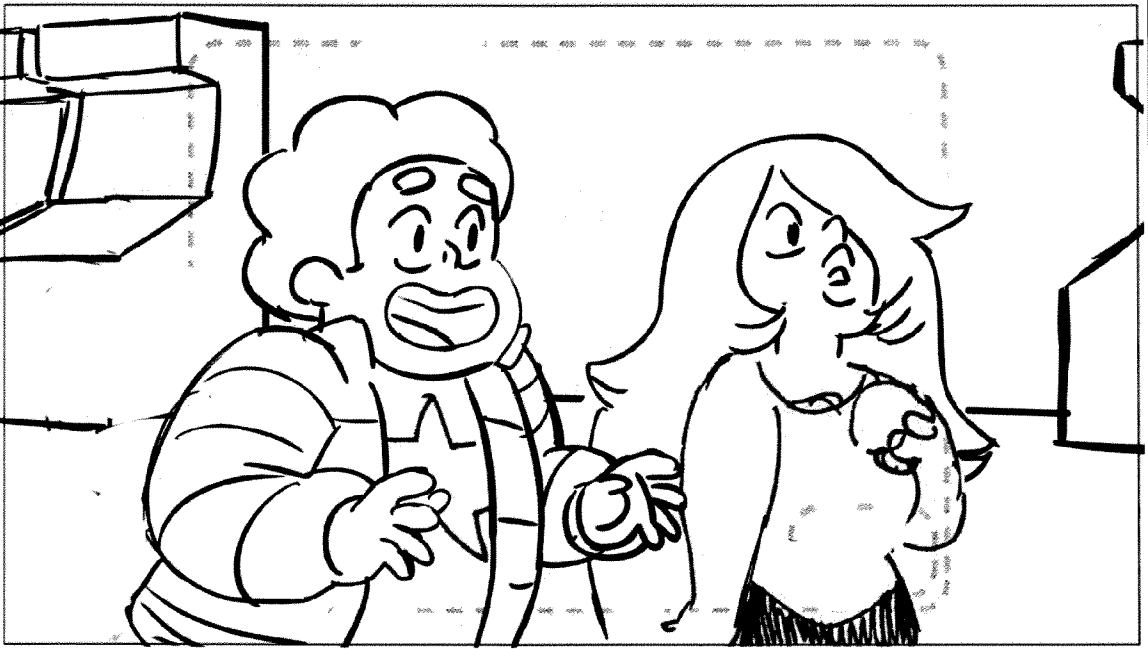
Slugging

ADJ: 1.07

Then HOLD: 0.12

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Scene	Panel
61	1



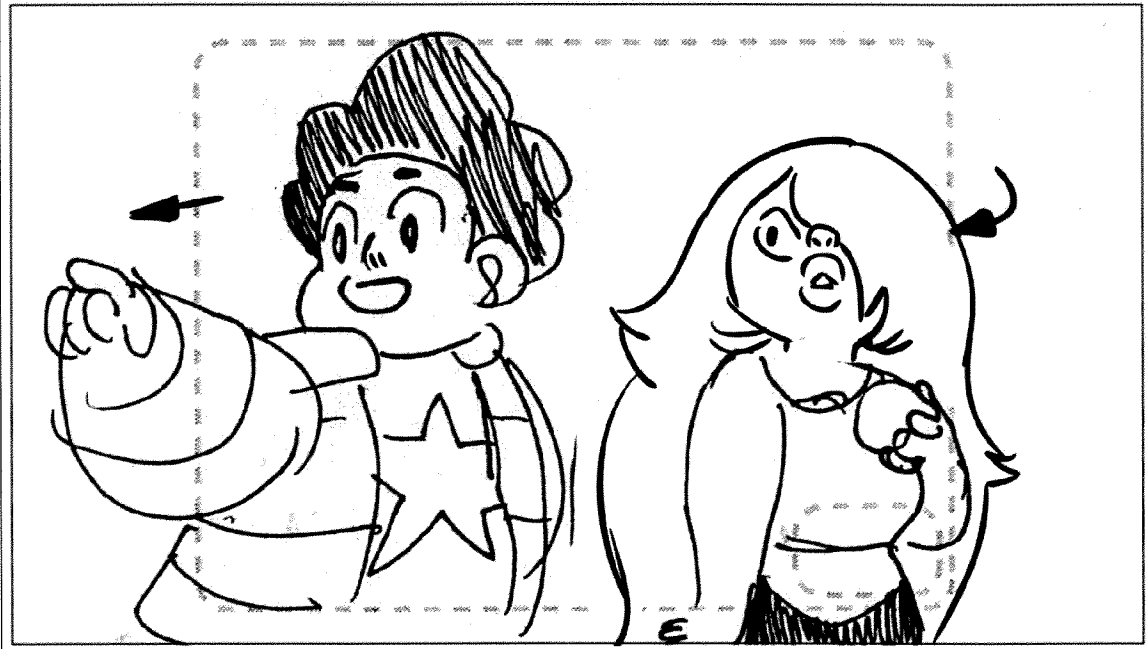
Dialog

STEVEN: AND YOU CAN EVEN WIN TICKETS

Slugging

Panels 1 + 2 = 2.14

Scene	Panel
61	2



Dialog

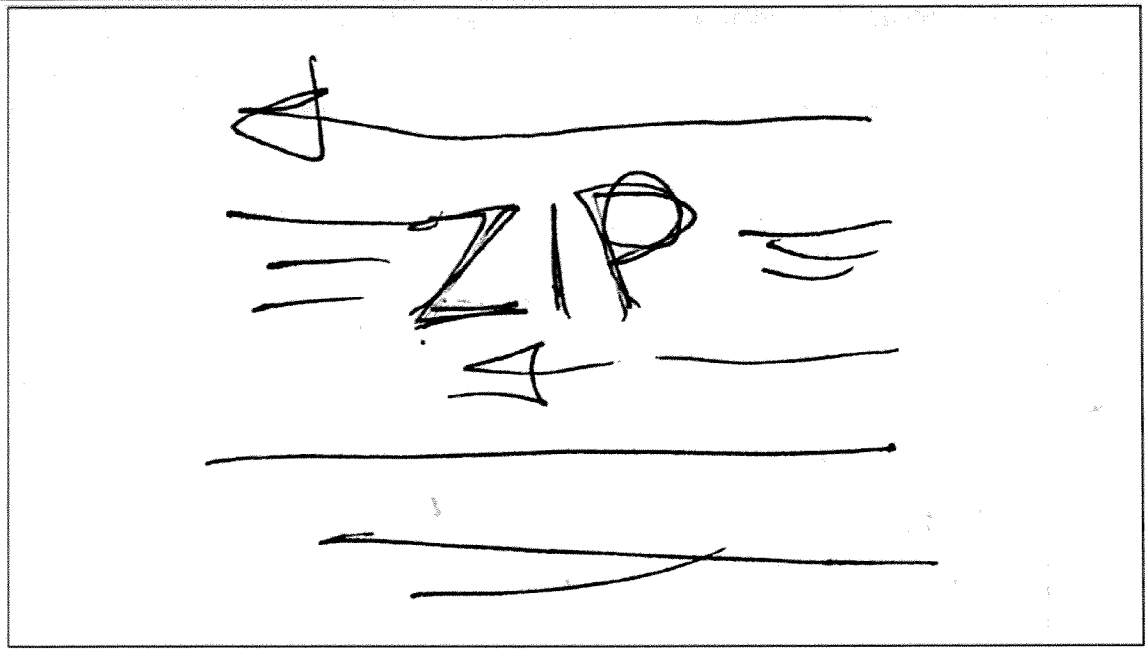
STEVEN: FOR PRIZES!

Action Notes

Steven and Amethyst trun to look off screen.

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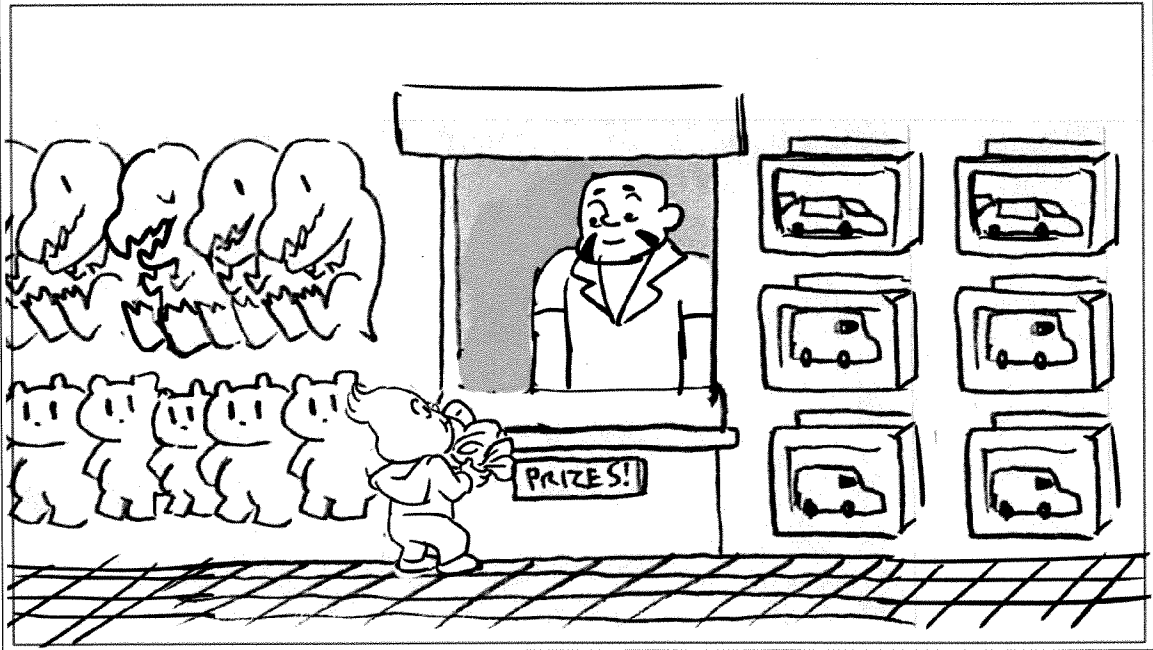
Scene	Panel
62	1



Action Notes
Zip pan left.

Slugging
0.05

Scene	Panel
63	1



Slugging
Panels 1 to 3 = 0.13

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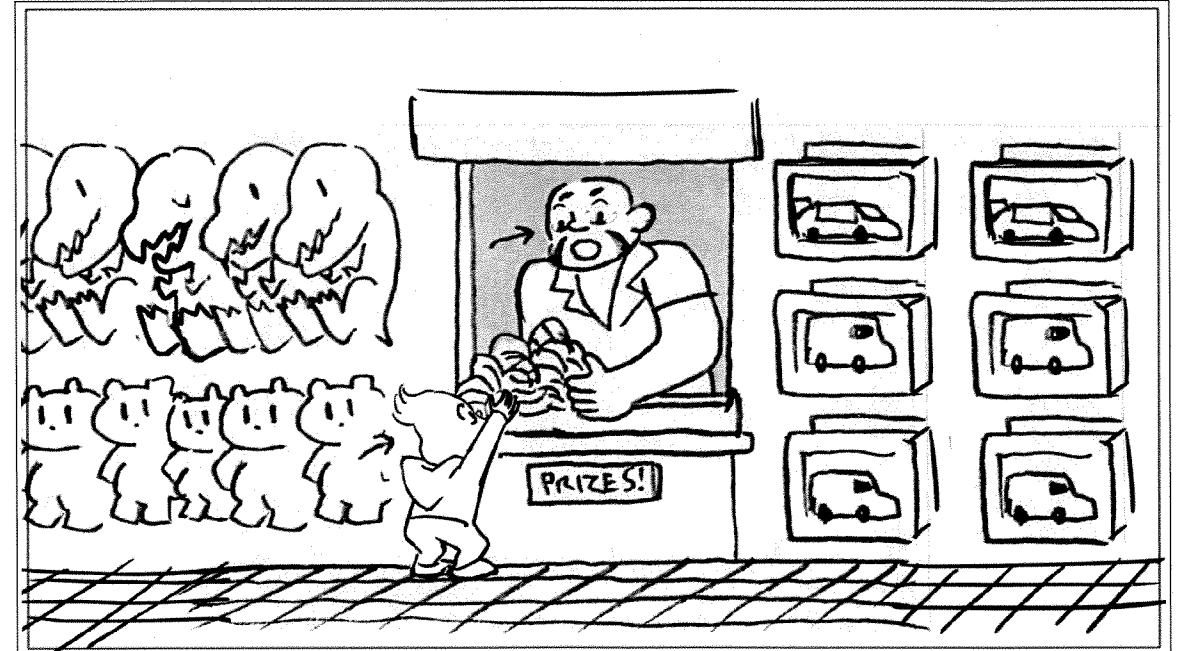
1020-009

Scene	Panel
63	cont



Action Notes
Onion hands over tickets.

Scene	Panel
63	cont



Action Notes
Smiley takes tickets....

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1020:009

1020:009

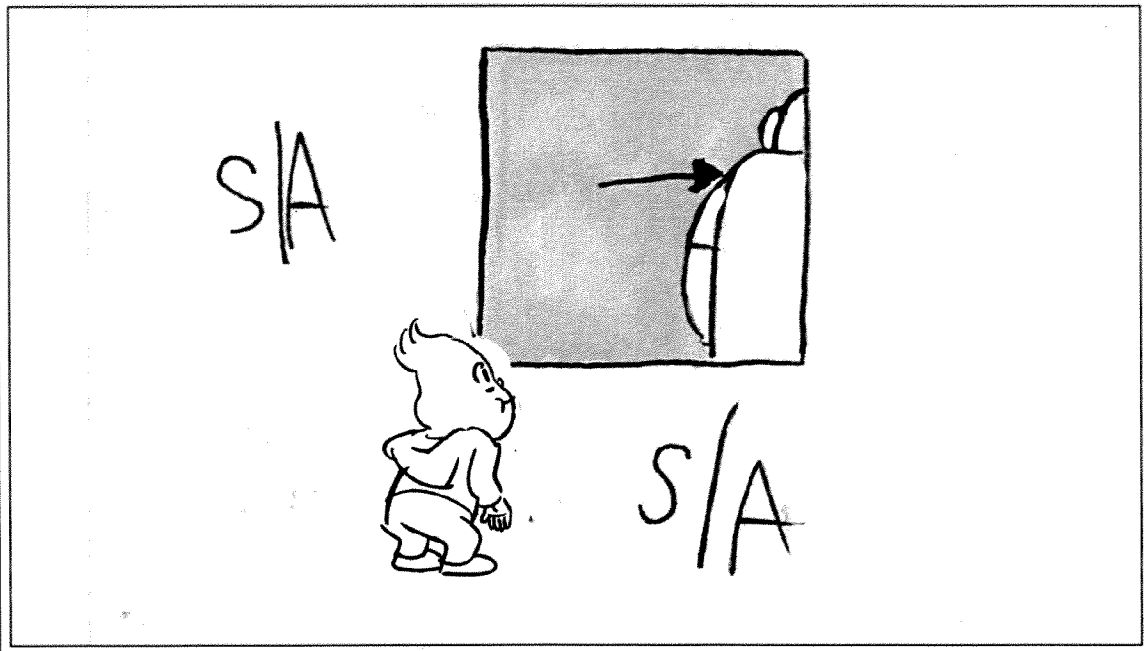
1020:009

Scene	Panel
63	<i>cont</i>
4	



Slugging
0.07

Scene	Panel
63	<i>cont</i>
5	



Action Notes
and turns around.

Slugging
0.07

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1020.009

1020.009

1020.009

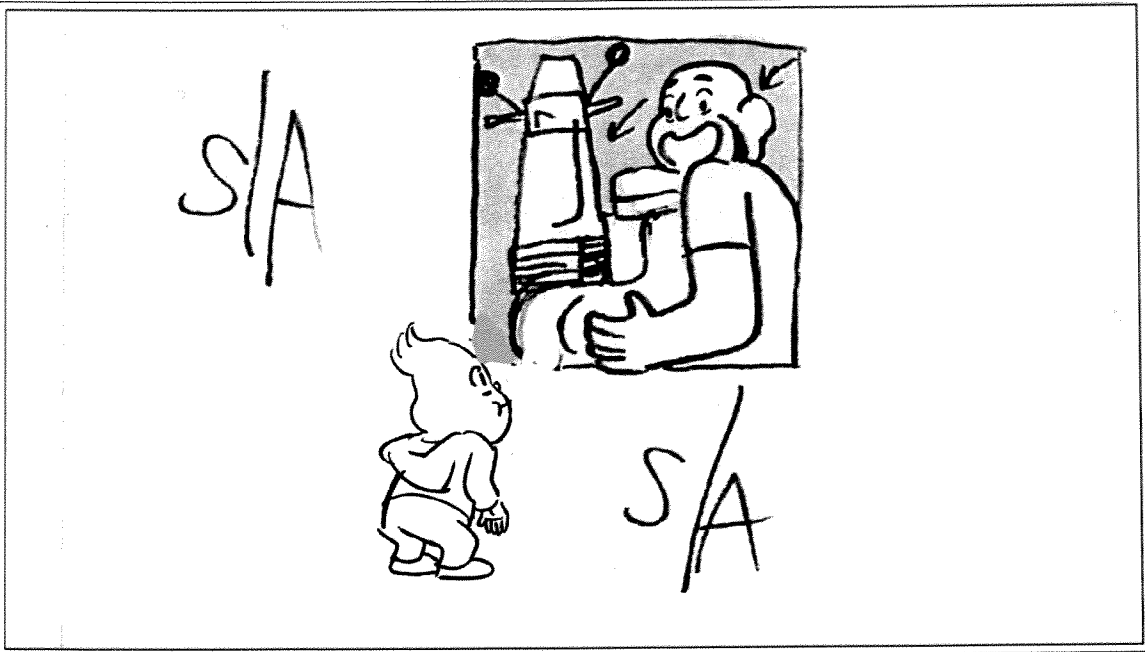
1020-009

1020-009

<div data-bbox="201 982 362 1063">Slugging 0.04</div>	<table><tr><th data-bbox="1384 219 1948 267">Scene</th><th data-bbox="1948 219 2540 267">Panel</th></tr><tr><td data-bbox="1384 267 1948 316">63</td><td data-bbox="1948 267 2540 316">7</td></tr><tr><td colspan="2" data-bbox="1384 316 2540 966"><div data-bbox="1559 373 1720 600">S/A</div><div data-bbox="1747 617 1908 893"></div><div data-bbox="1841 349 2190 690"></div><div data-bbox="1989 698 2177 909">S/A</div></td></tr><tr><td colspan="2" data-bbox="1384 966 2540 1485"><div data-bbox="1384 974 1545 1055">Slugging 0.08</div><div data-bbox="2163 1226 2378 1291">JUN 17 2013</div></td></tr></table>	Scene	Panel	63	7	<div data-bbox="1559 373 1720 600">S/A</div> <div data-bbox="1747 617 1908 893"></div> <div data-bbox="1841 349 2190 690"></div> <div data-bbox="1989 698 2177 909">S/A</div>		<div data-bbox="1384 974 1545 1055">Slugging 0.08</div> <div data-bbox="2163 1226 2378 1291">JUN 17 2013</div>	
Scene	Panel								
63	7								
<div data-bbox="1559 373 1720 600">S/A</div> <div data-bbox="1747 617 1908 893"></div> <div data-bbox="1841 349 2190 690"></div> <div data-bbox="1989 698 2177 909">S/A</div>									
<div data-bbox="1384 974 1545 1055">Slugging 0.08</div> <div data-bbox="2163 1226 2378 1291">JUN 17 2013</div>									

1020.009

Scene	Panel	
	63	cont
		8

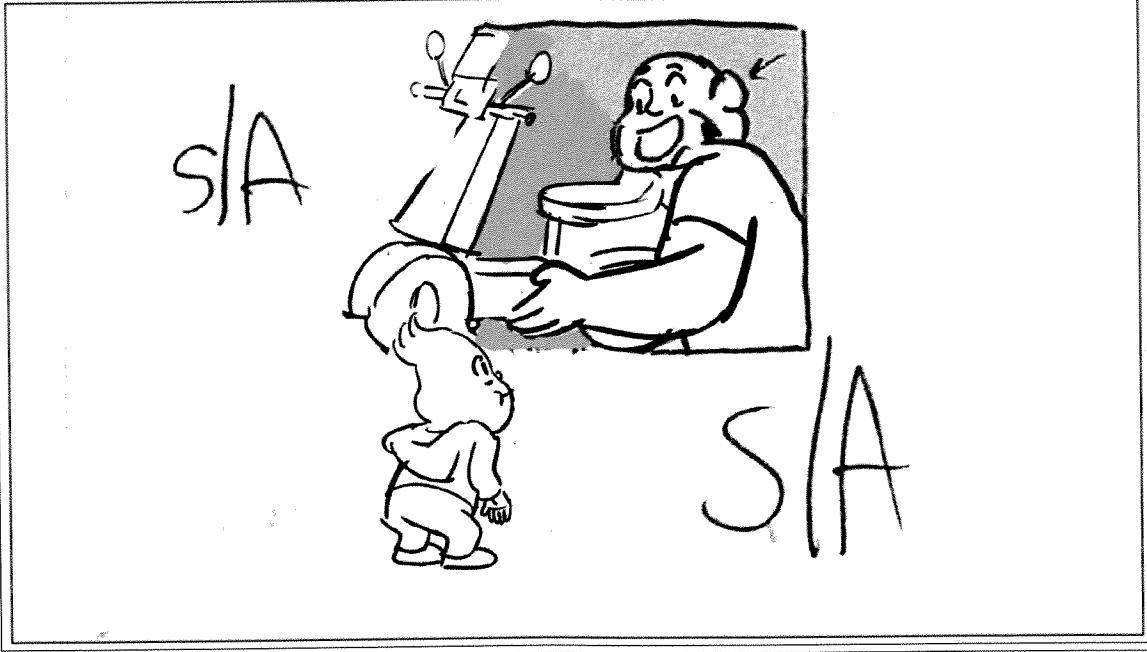


Dialog
STEVEN: WHOA!

Action Notes
Smiley brings scooter to onion.

Slugging
0.08

Scene	Panel	
	63	cont
		9



Dialog
STEVEN: WHOA! ONION'S THE TICKET MASTER!

Action Notes
Onion Takes scooter


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Slugging
Panels 9 to 31 = 4.10

1020.009

1020-009

Scene	Panel	
	63	10
<i>cont</i>		
		
Dialog		
STEVEN: WHOA! ONION'S THE TICKET MASTER!		
Action Notes		
Onion Takes scooter		

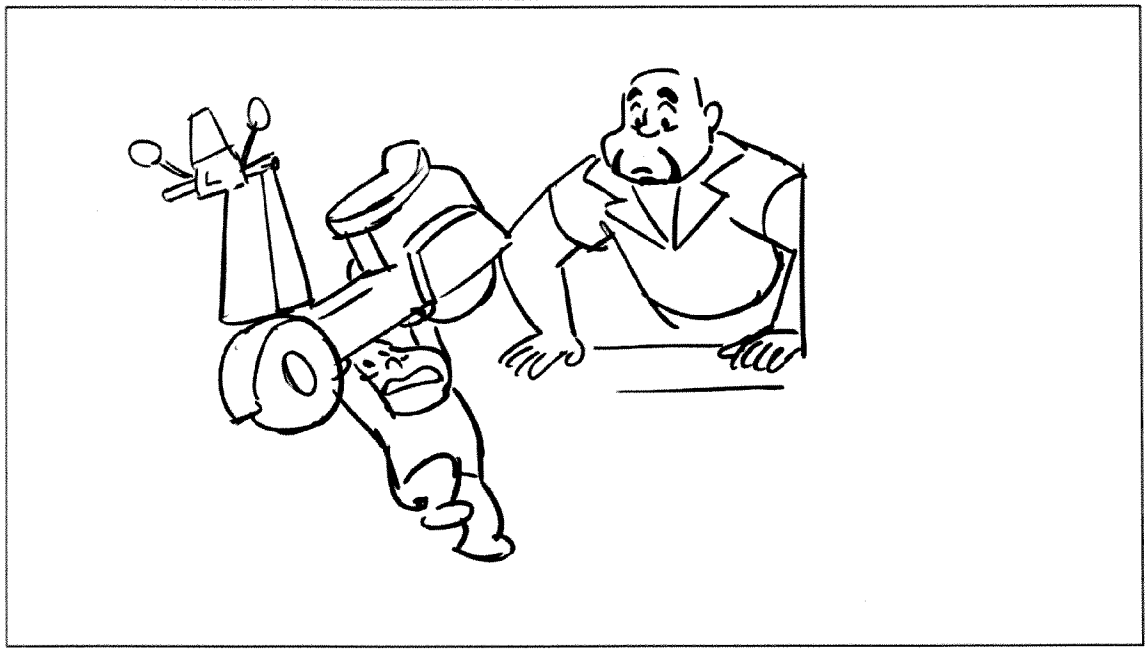
Scene	Panel	
	63	11
<i>cont</i>		
		
Dialog		
STEVEN: WHOA! ONION'S THE TICKET MASTER!		
Action Notes		
Onion Takes scooter		

1020-009

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1020-009

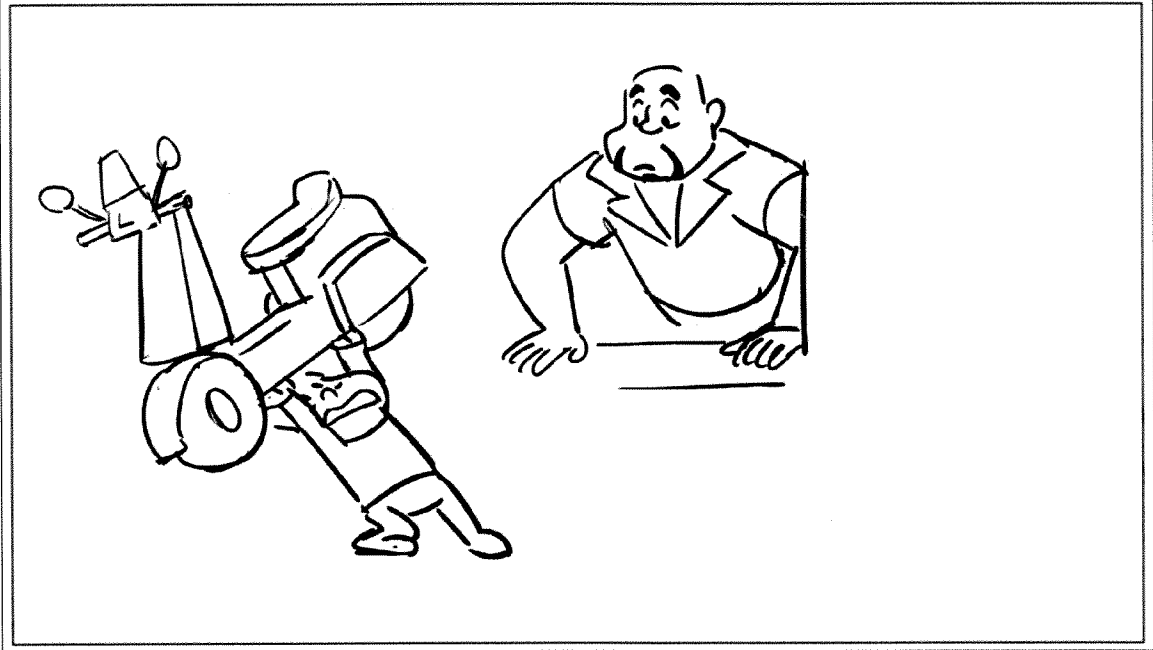
Scene 63 *cont* Panel 12



Dialog
STEVEN: WHOA! ONION'S THE TICKET MASTER!

Action Notes
Onion cant hold scooter

Scene 63 *cont* Panel 13



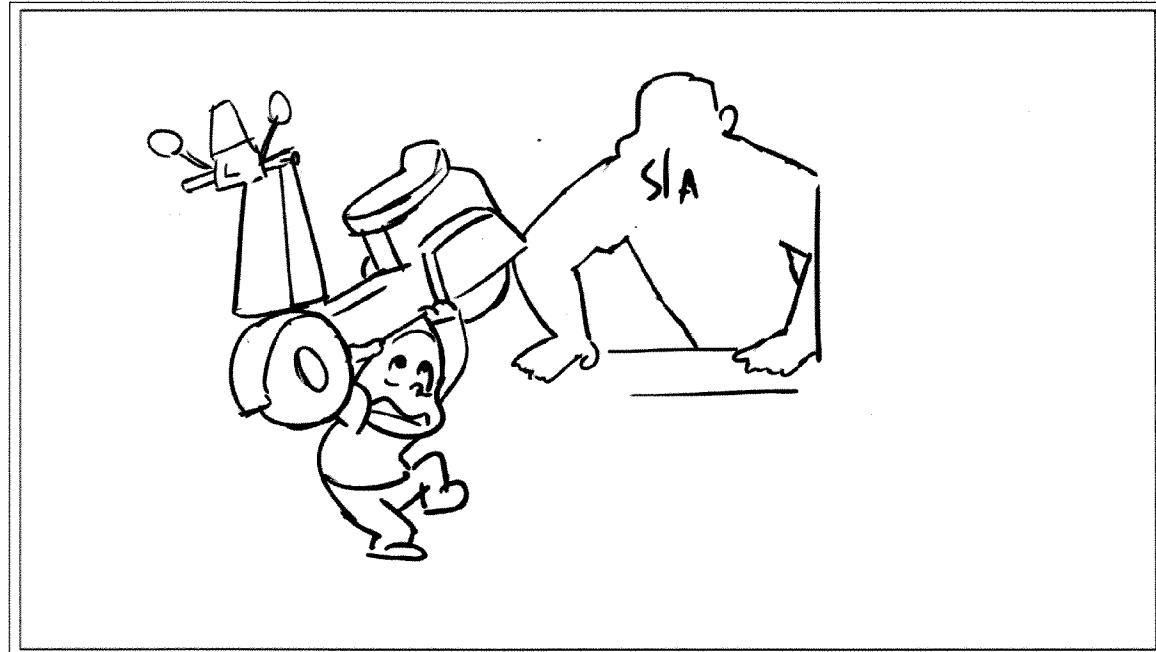
Dialog
STEVEN: WHOA! ONION'S THE TICKET MASTER!

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1020.009

1020.009

Scene	Panel
63	14

CONT

Dialog

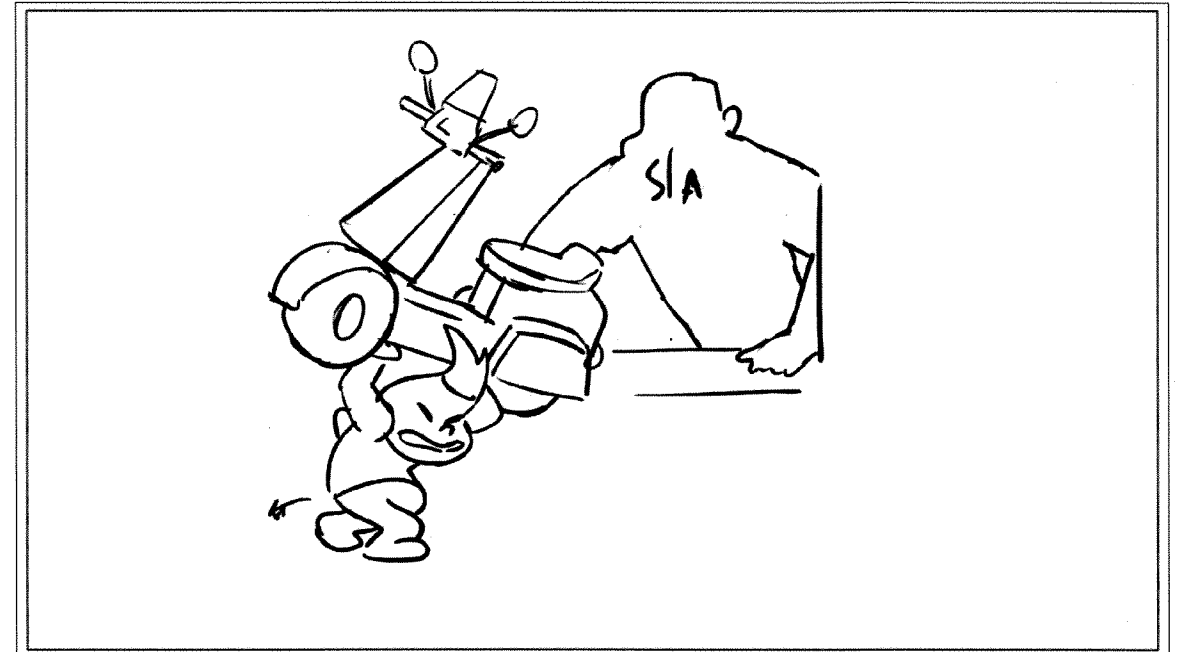
STEVEN: WHOA! ONION'S THE TICKET MASTER!

Scene

Panel

63

15

CONT

Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

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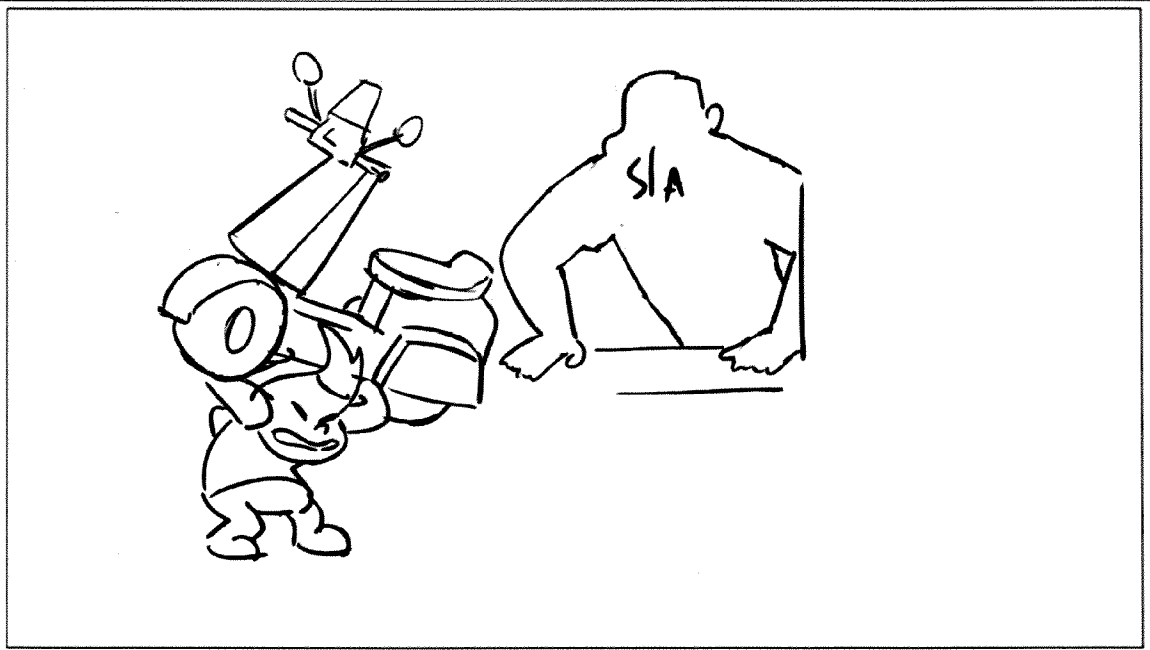
1020.009

1020.009

1020.009

NO PGS 156-157

Scene	Panel
63	CONT 16



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Scene	Panel
63	17



D.

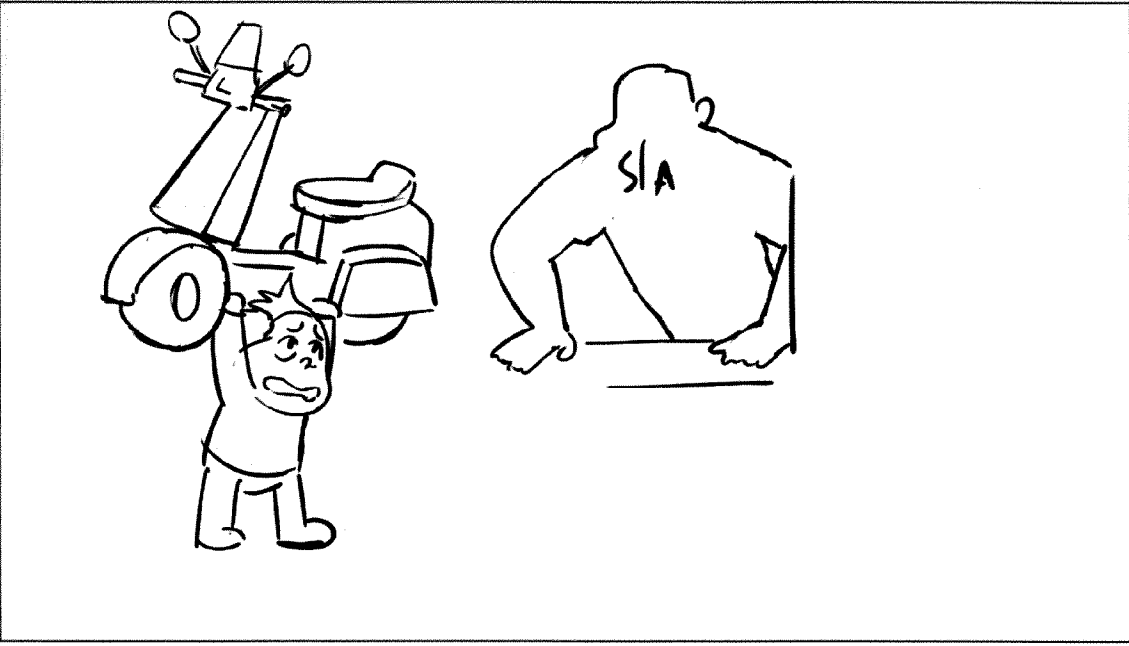
S.

JUN 17 2013

1020.009

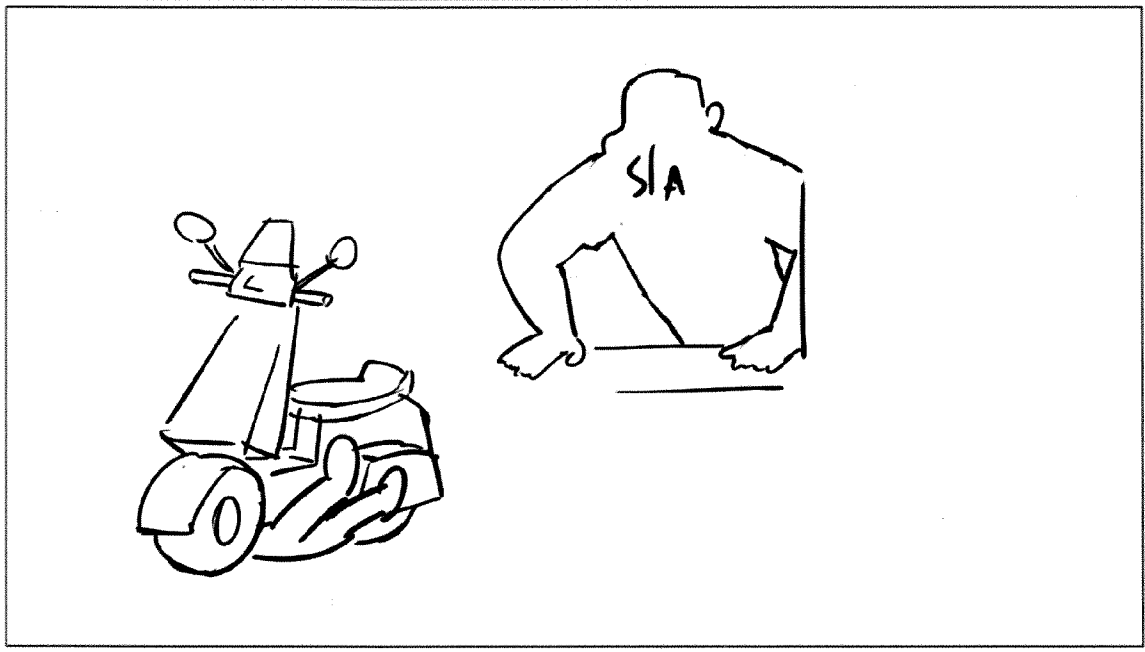
1020.009

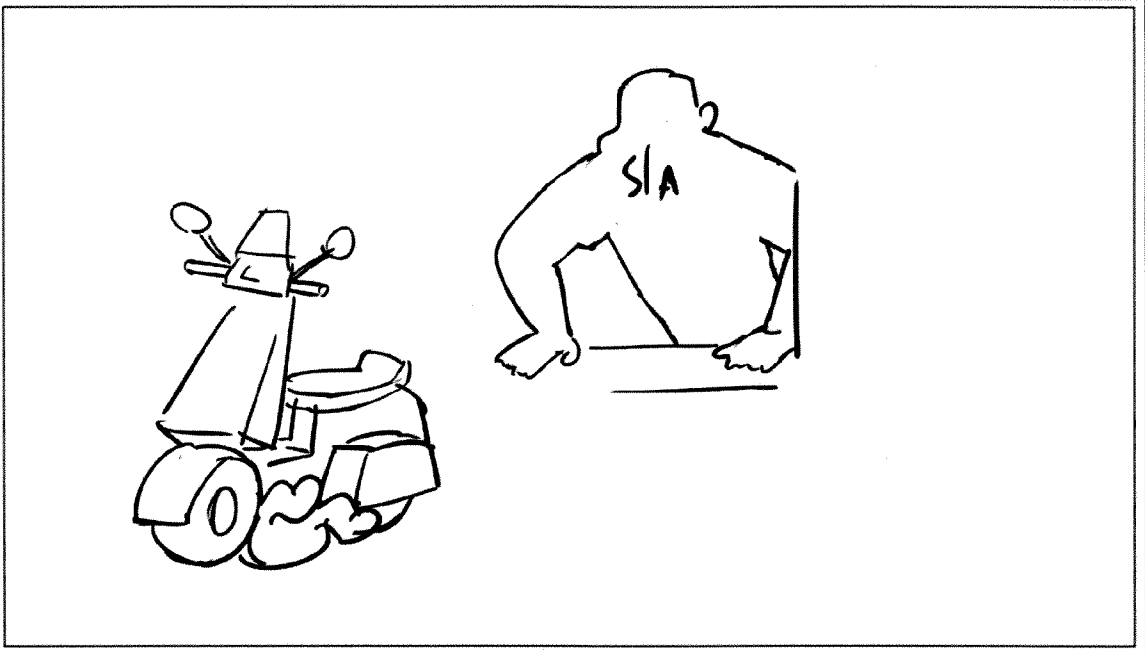
Scene	Panel
<p>STEVEN: WHOA! ONION'S THE TICKET MASTER!</p>	

Scene	Panel
63	cont 23
	
<p>Dialog</p> <p>STEVEN: WHOA! ONION'S THE TICKET MASTER!</p>	
<p>JUN 17 2013</p>	

1020-009

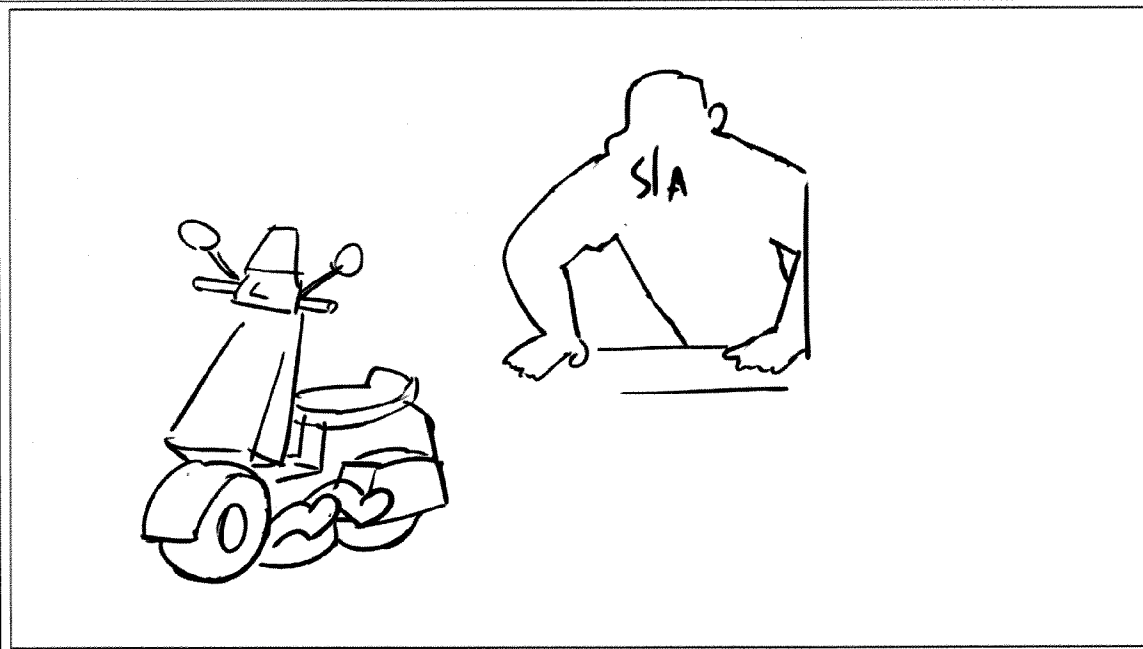
1020-009

Scene	Panel	
	63	24
<i>CONT</i>		
		
Dialog		
STEVEN: WHOA! ONION'S THE TICKET MASTER!		
Action Notes		
Scooter lands ontop of onion.		

Scene	Panel	
	63	25
<i>CONT</i>		
		
Dialog		
STEVEN: WHOA! ONION'S THE TICKET MASTER!		
JUN 17 2013		

Scene	Panel
63	<i>cont</i>

26

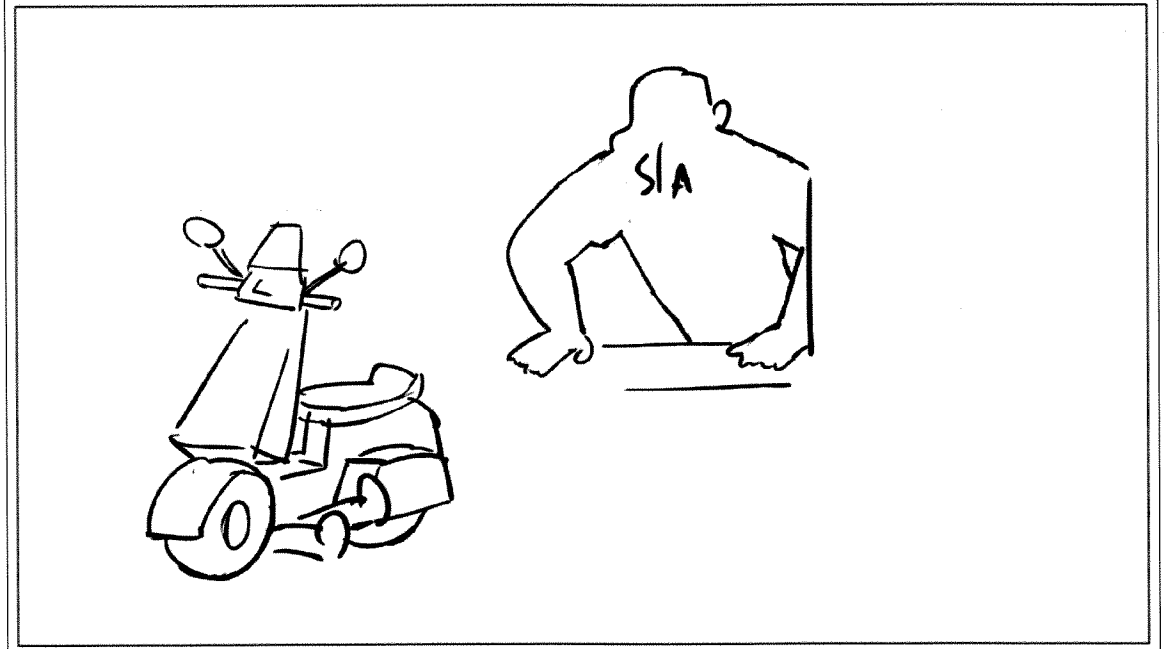


Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Scene	Panel
63	<i>cont</i>

27



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

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1020.009

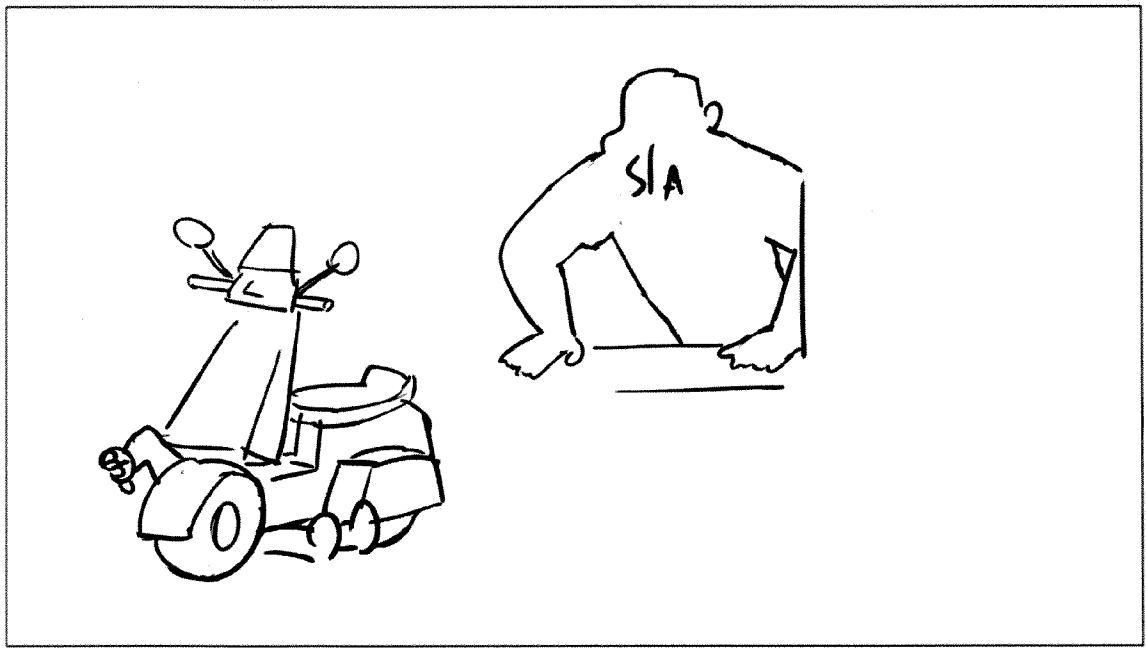
1020.009

1020.009

NO PG-162

Scene	Panel	
	63	28

cont

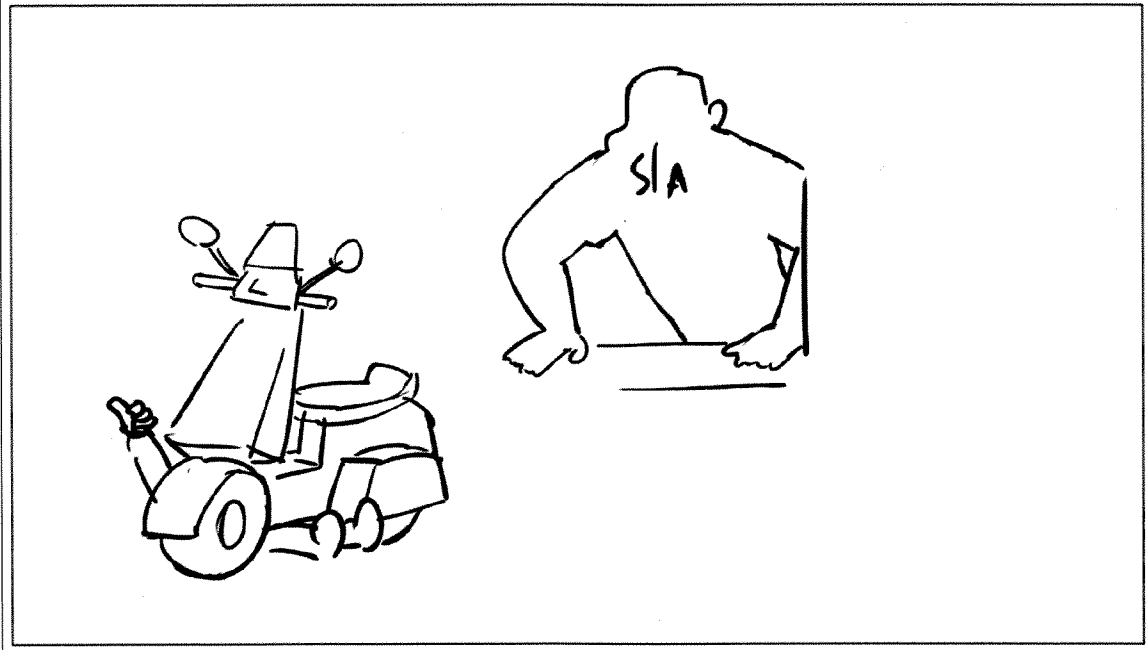


Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Scene	Panel	
	63	29

cont



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Action Notes

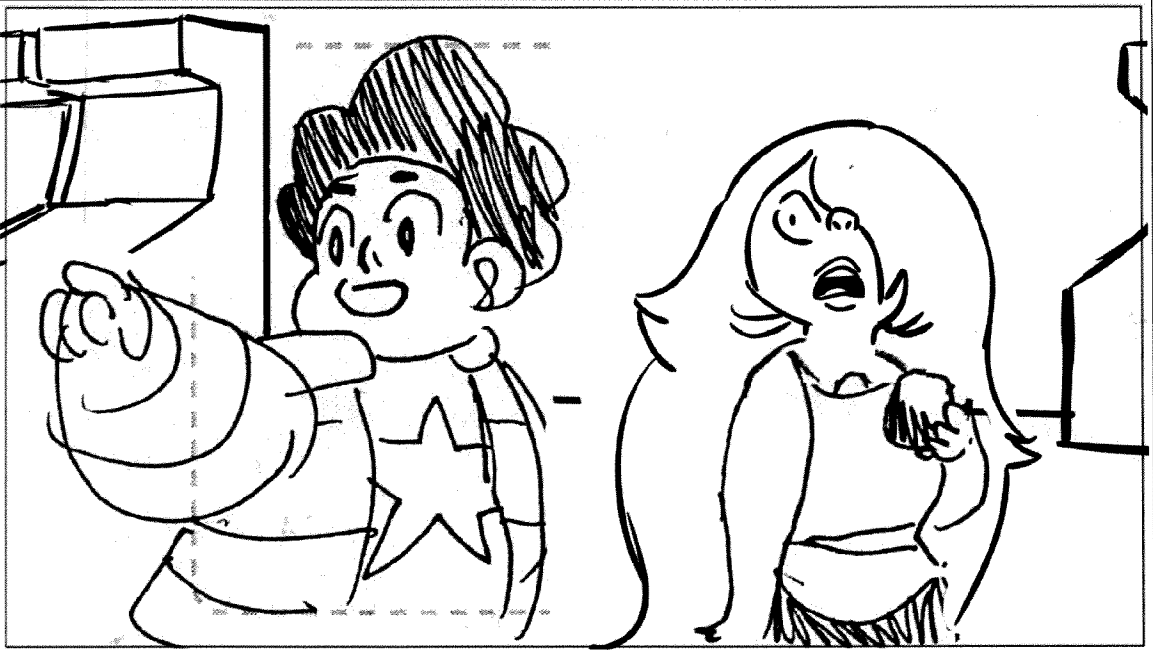
Onion gives thumbs up.

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1020.009

1020.009

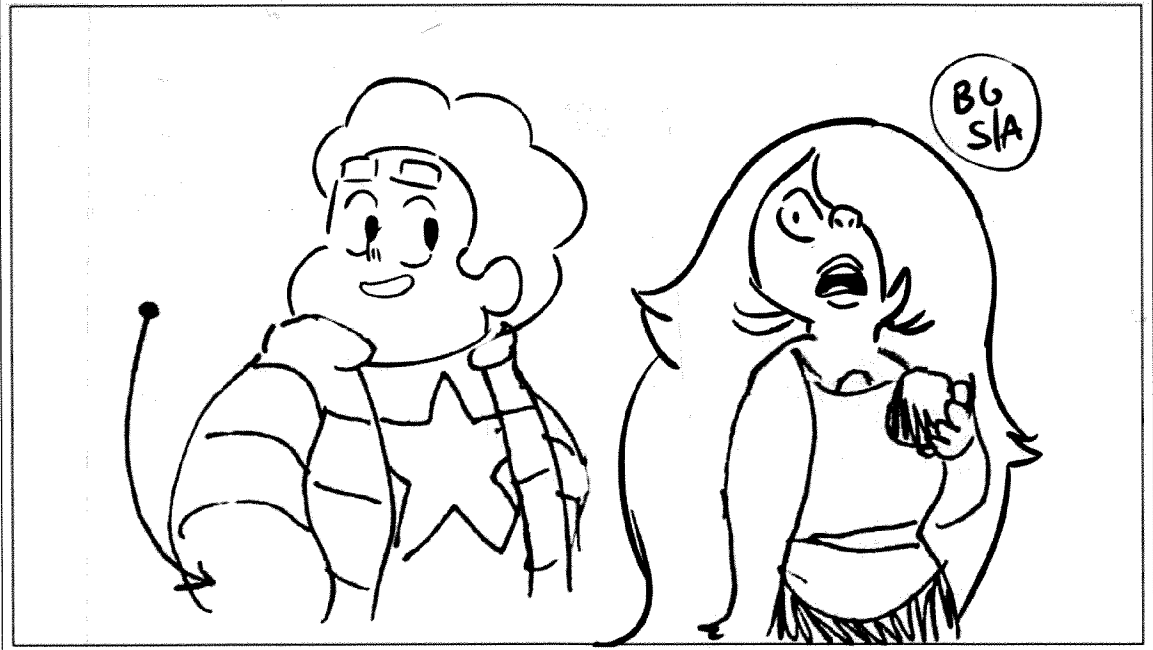
Scene	Panel
64	1



Dialog
AMETHYST: COOOL.

Slugging
Panels 1 +2 = 2.05

Scene	Panel
64	2



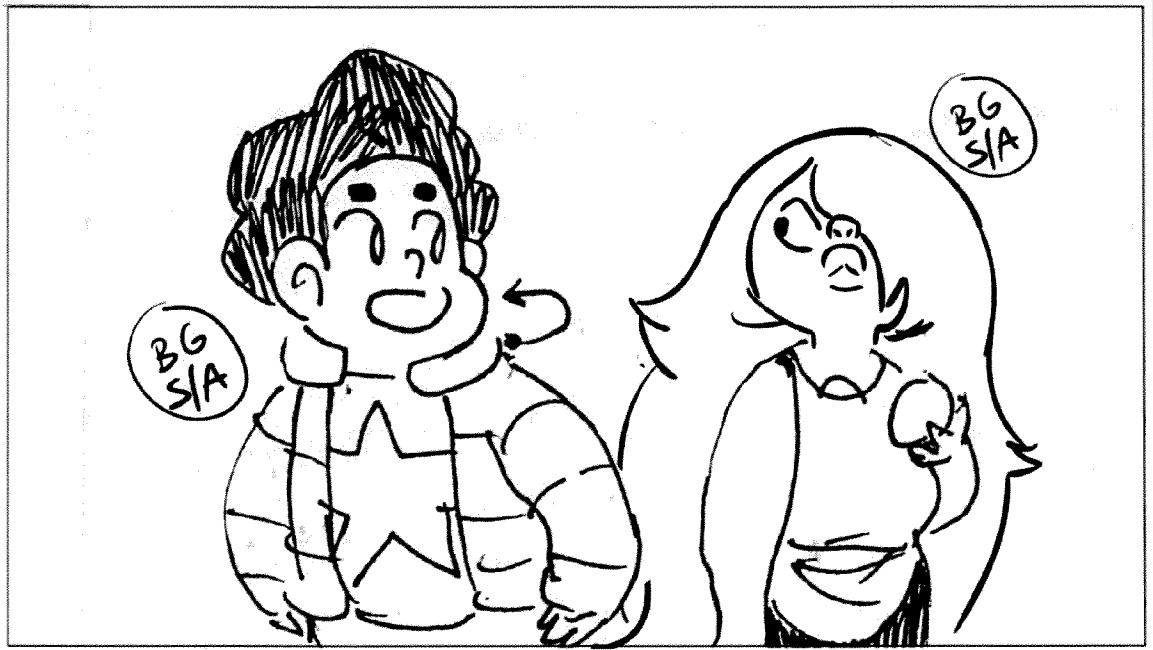
Dialog
AMETHYST: COOOL.

JUN 17 2013

1020.009

1020.009

Scene	Panel
64	CONT
3	



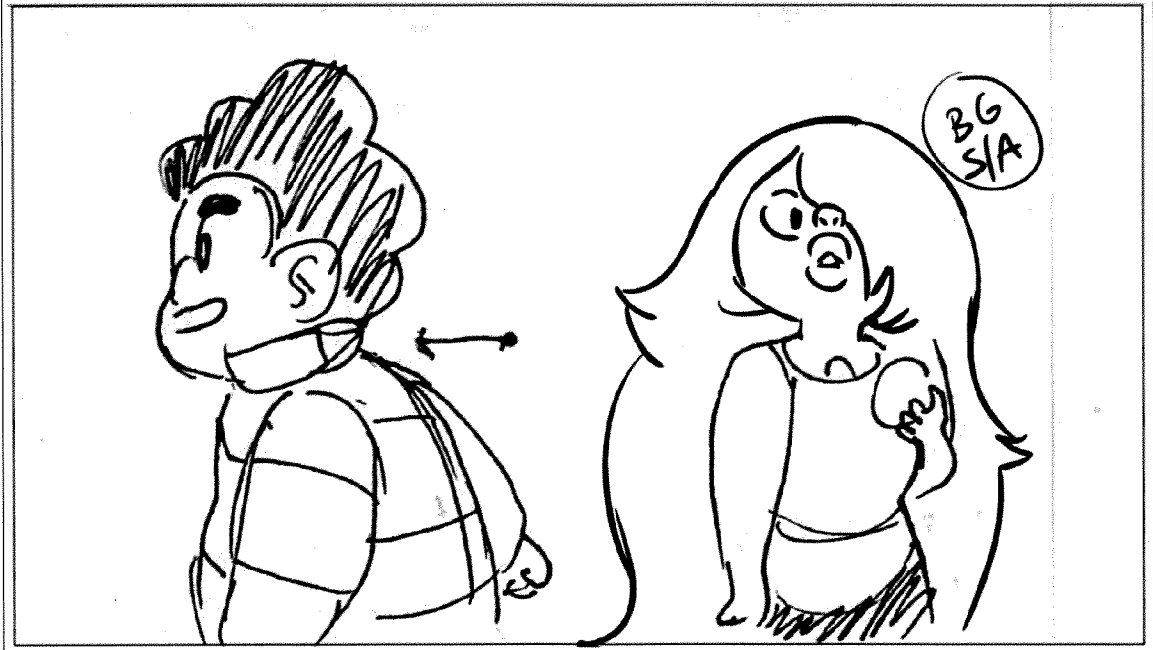
Dialog

STEVEN: ALRIGHT, GOOD LUCK!

Slugging

2.02

Scene	Panel
64	CONT
4	



Slugging

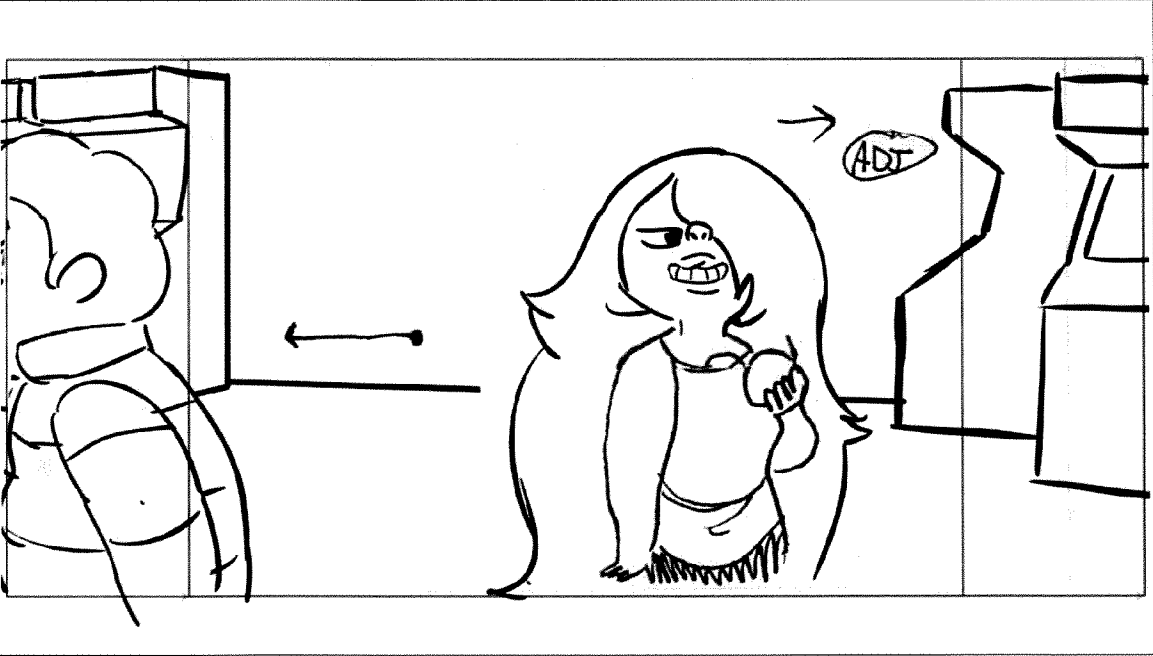
0.14

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1020-009

1020-009

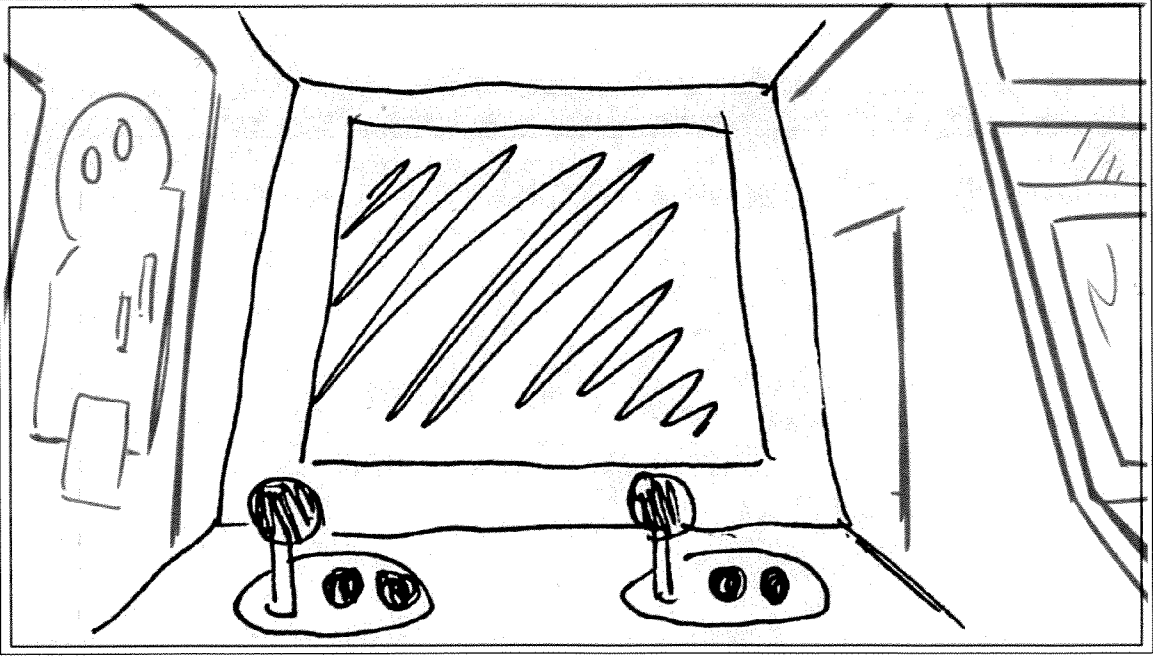
Scene	Panel
64	5



Action Notes
Adjust camera right as Steven walks o.s.

Slugging
ADJ: 0.08
Then HOLD: 1.08

Scene	Panel
65	1



Slugging
0.12

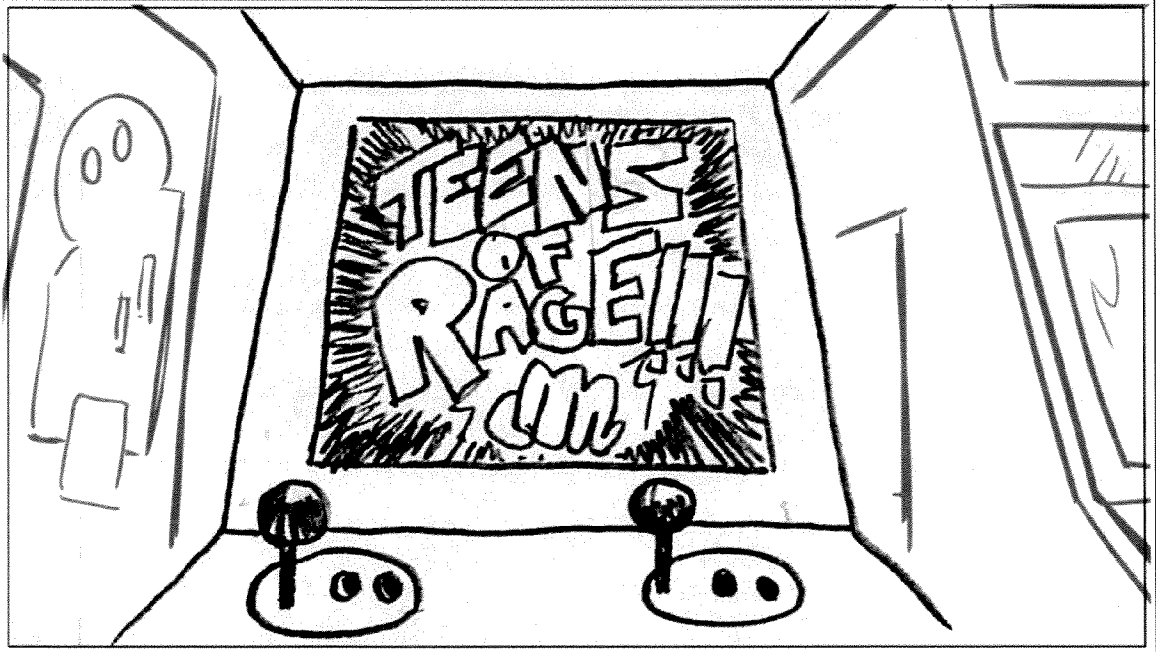
JUN 17 2013

1020.009

1020.009

1020.009

Scene	Panel
65	cont2



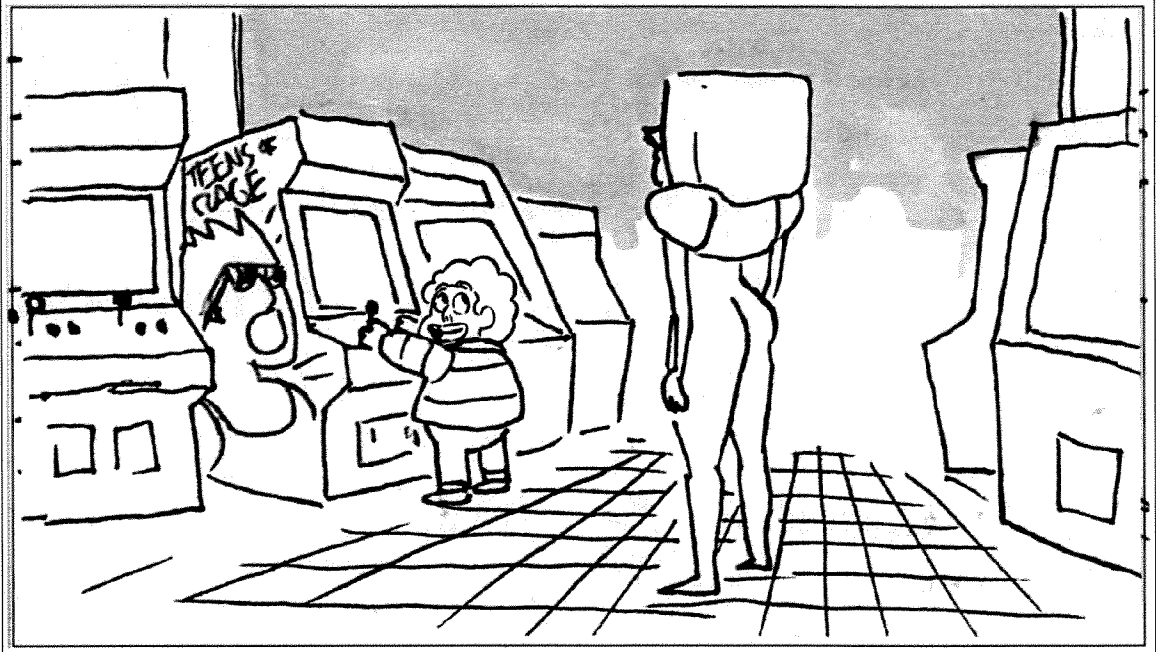
Dialog

GAME: TEENS OF RAGE!!!

Slugging

3.07

Scene	Panel
66	1



Dialog

STEVEN: GARNET, THIS GAME IS PERFECT FOR YOU!

Slugging

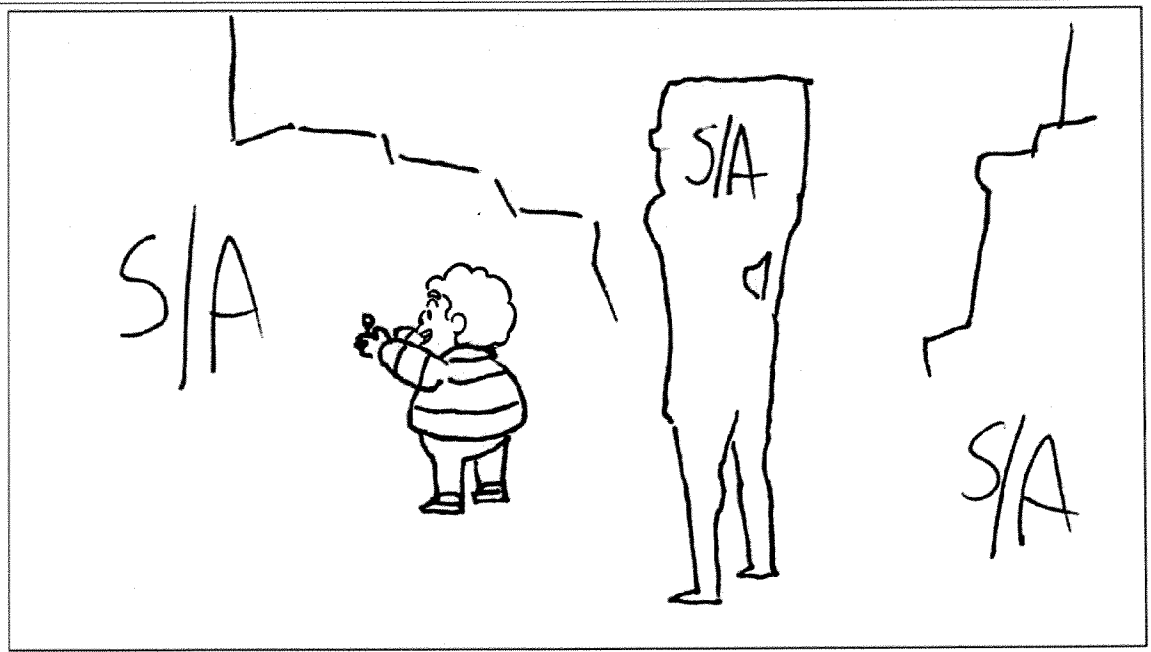
2.08

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1020.009

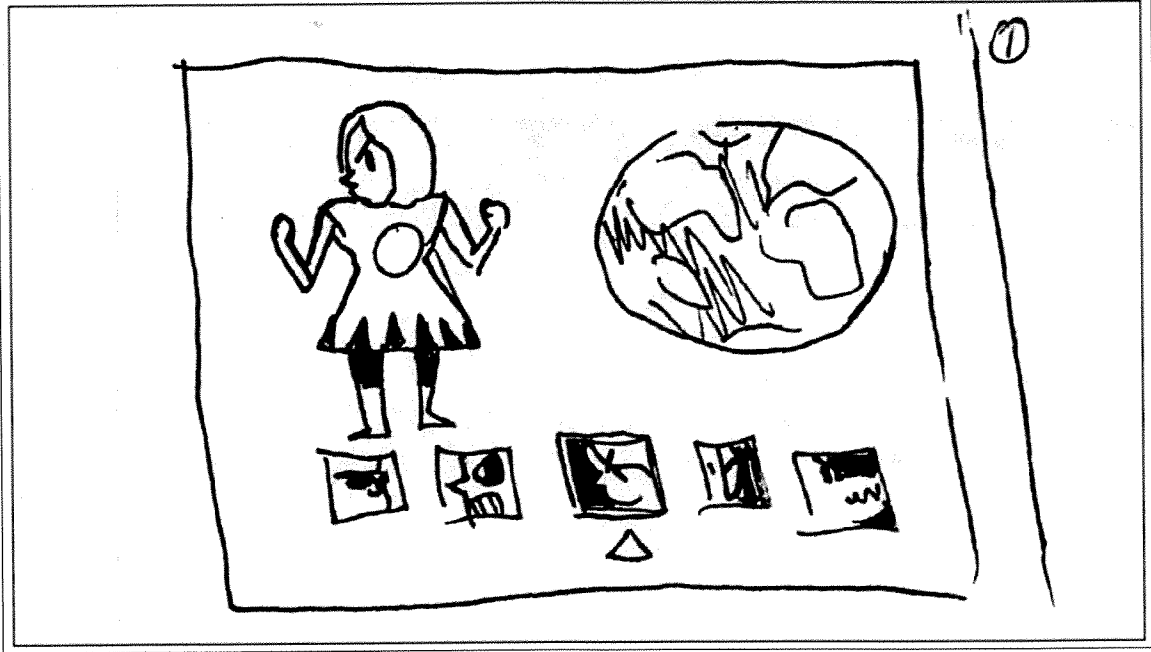
1020.009

Scene 66 Panel 2



Slugging
0.12

Scene 67 Panel 1



Dialog
STEVEN: YOU SEEM

Action Notes
Arrow goes from right to left on game screen, selecting through
video game characters

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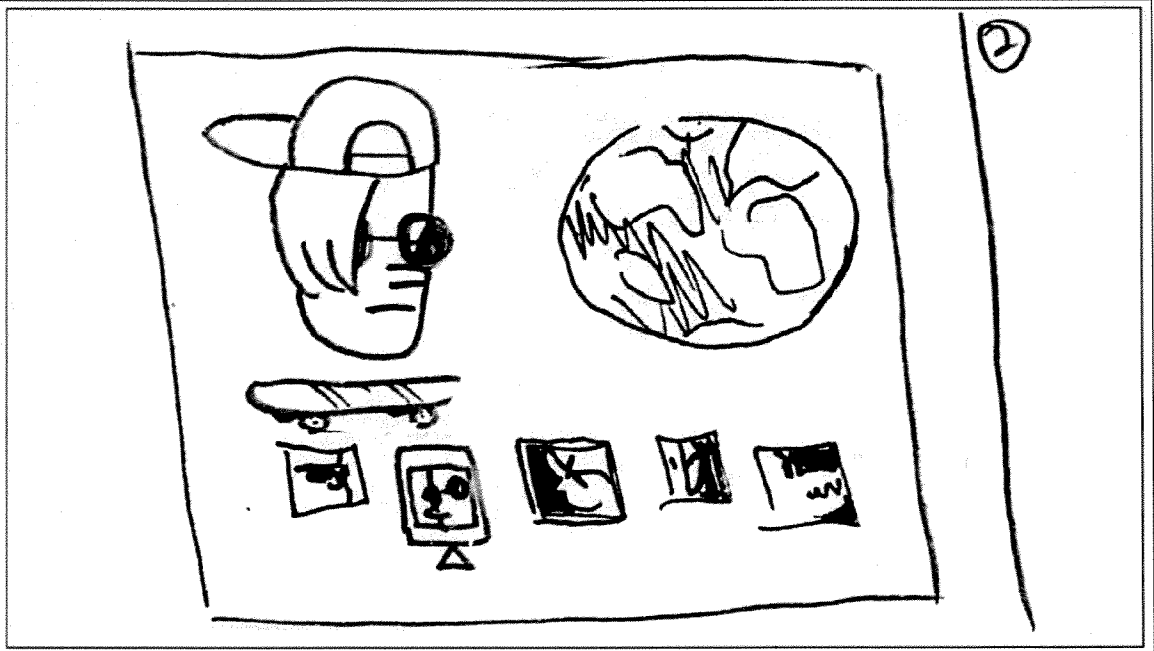
Slugging
0.11

1020.009

1020.009

1020.009

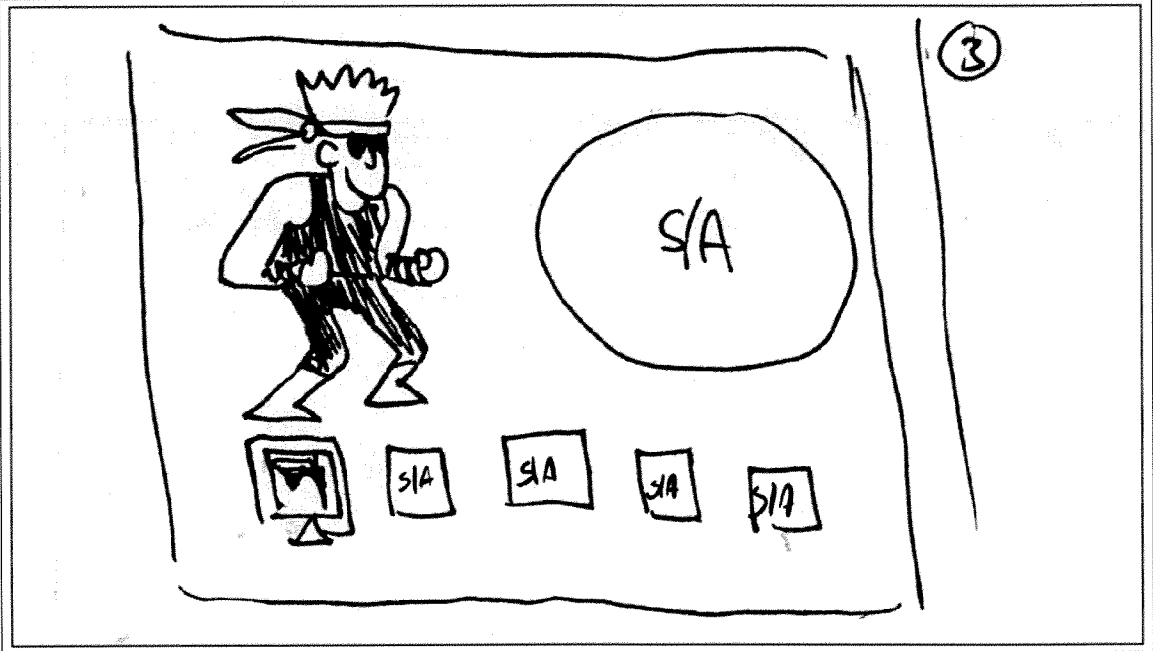
Scene 67 Panel 2



Dialog
STEVEN: LIKE A

Slugging
1.00

Scene 67 Panel 3

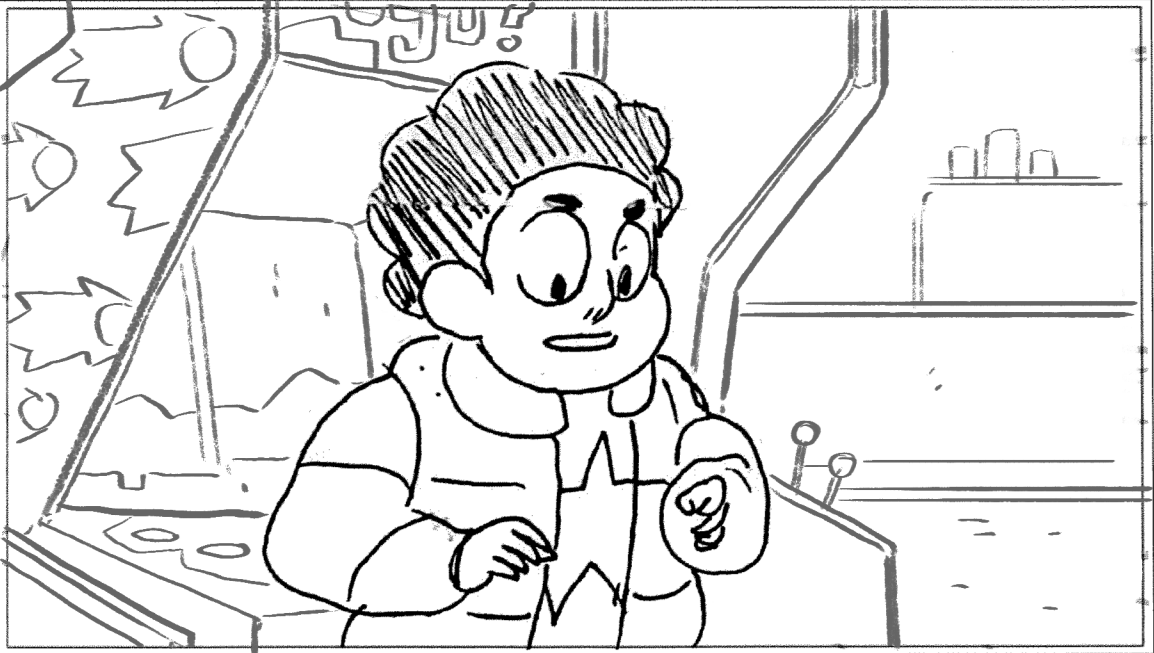


Dialog
STEVEN: JOE ROCK KINDA GAL.

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Slugging
3.04

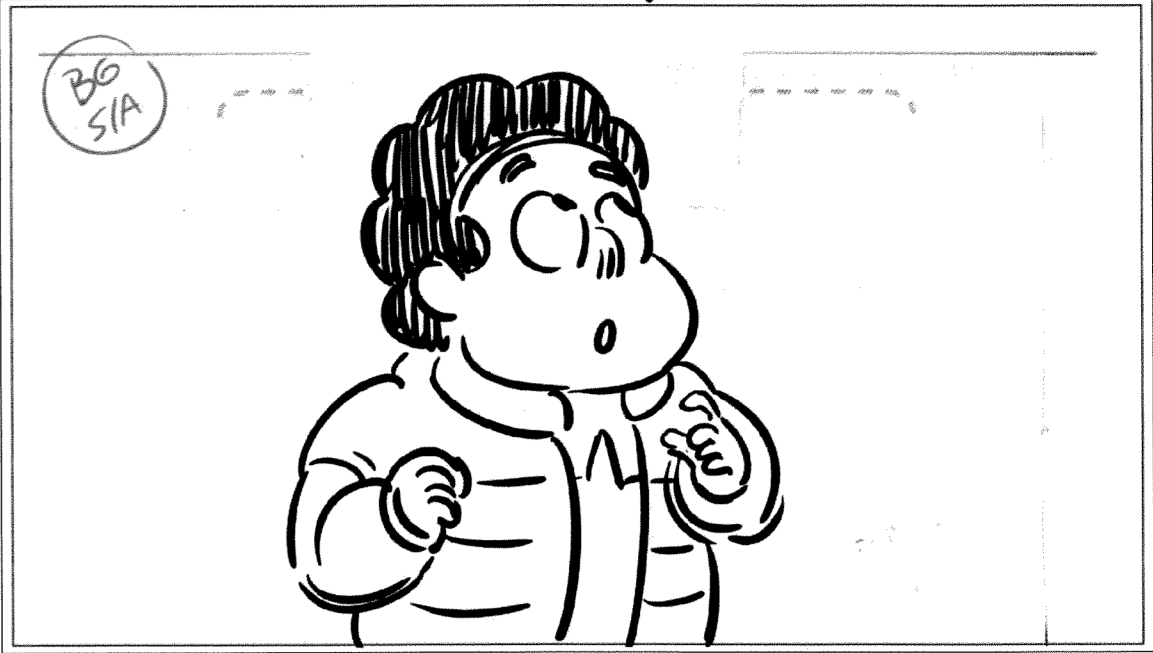
Scene	Panel
68	1



Dialog
STEVEN: HIS SPECIAL MOVE

Slugging
Panels 1 to 4 = 3.14

Scene	Panel
68	2




Dialog
STEVEN: IS

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1020.009

1020.009

Scene	Panel
68	<i>cont</i> 3




Dialog

STEVEN: FOR-

Action Notes

STEVEN acts out video game moves

Scene	Panel
68	<i>cont</i> 4



Dialog

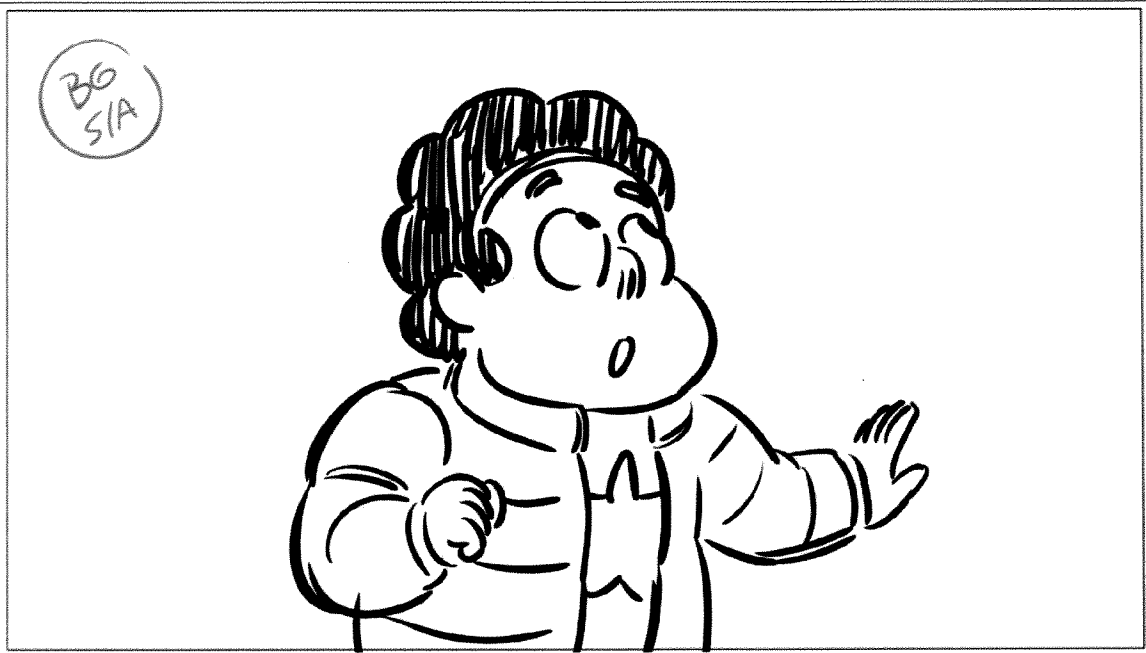
STEVEN: -WARD,

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1020.009

1020.009

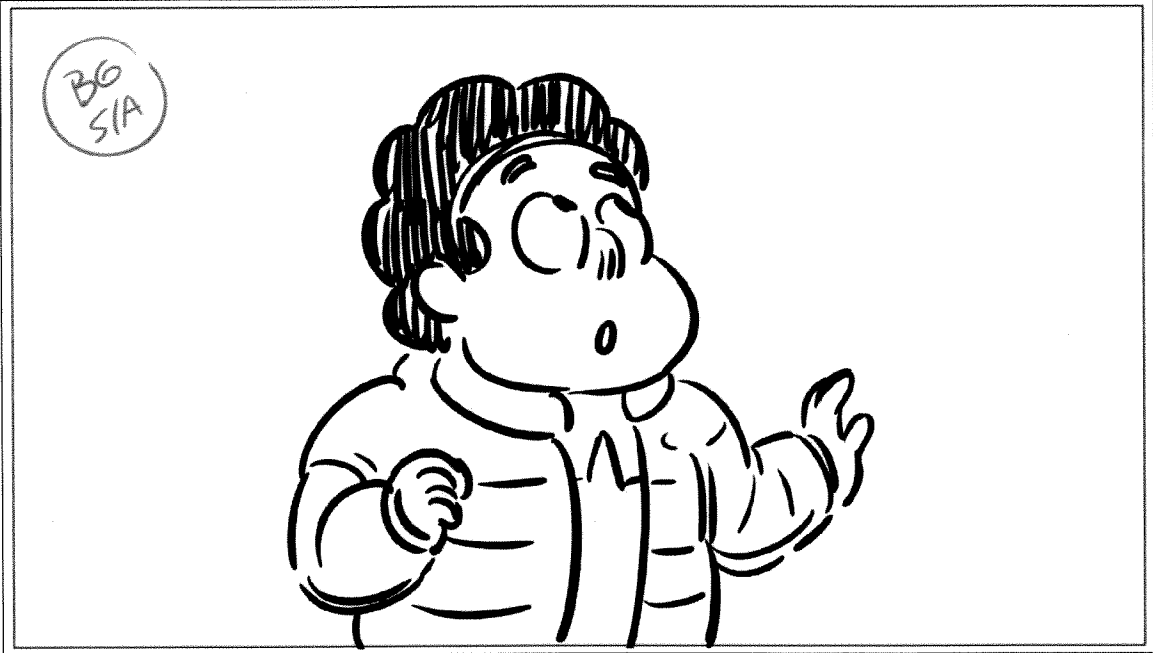
Scene	Panel
68	5



Dialog
STEVEN: FOR-

Slugging
5 to 8 = 2.12

Scene	Panel
68	6



Dialog
STEVEN: -WARD,

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1020:009

1020:009

1020:009

Scene	Panel
68	<i>cont</i>
7	



Dialog
STEVEN: BACK,

Scene	Panel
68	<i>cont</i>
8	




Dialog
STEVEN: TOP-TOWARDS

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1020.009

1020.009

Scene	Panel
68	CONT 9



Dialog

STEVEN: HALF-CIRCLE

Slugging

9 to 11 = 4.00

Scene	Panel
68	CONT 10



Dialog

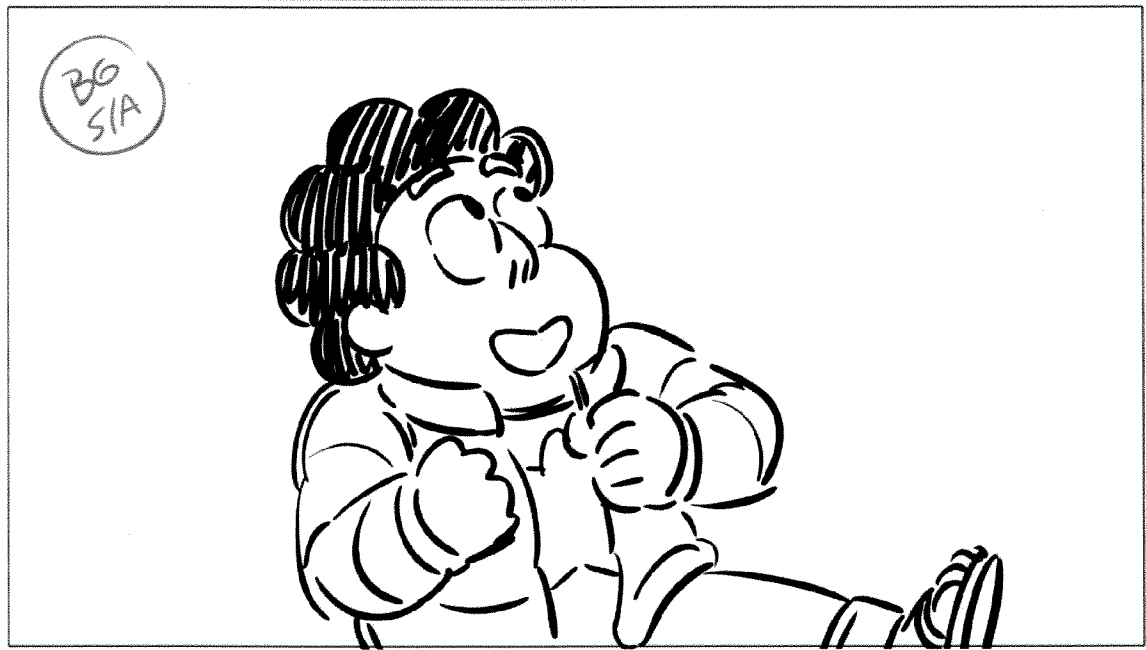
STEVEN: MEDIUM

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1020.009

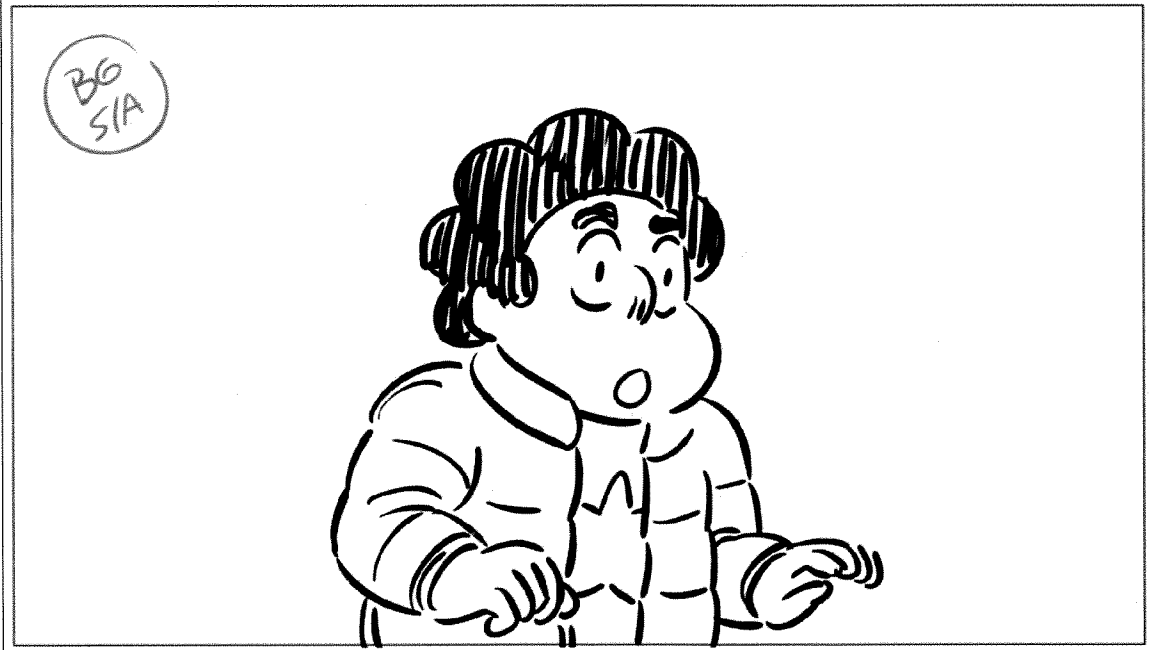
1020.009

Scene 68 *cont* Panel 11



Dialog
STEVEN: KICK --

Scene 68 *cont* Panel 12



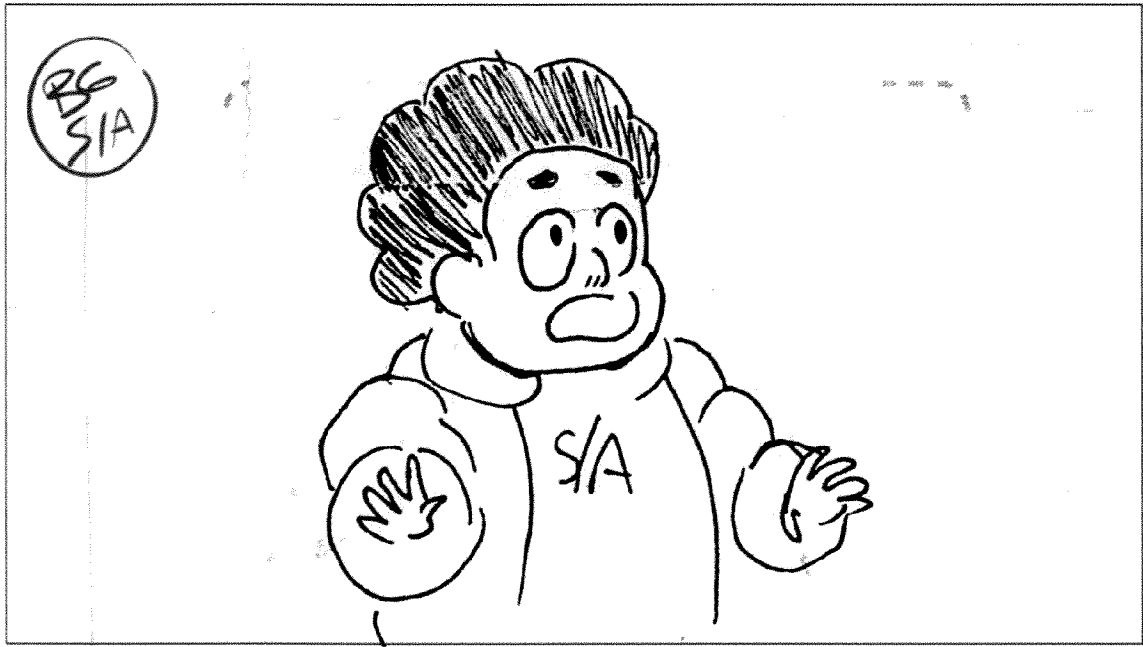
Dialog
STEVEN: OH!

Slugging
12 to 15 = 6.07
JUN 17 2013

1020.009

1020.009

Scene	Panel
68	cont 13



Dialog

STEVEN: WAIT! MAYBE THAT'S AN ARIAL MOVE!!!

Slugging

6.07

Scene	Panel
68	cont 14



Dialog

STEVEN: JUST PUNCH AND

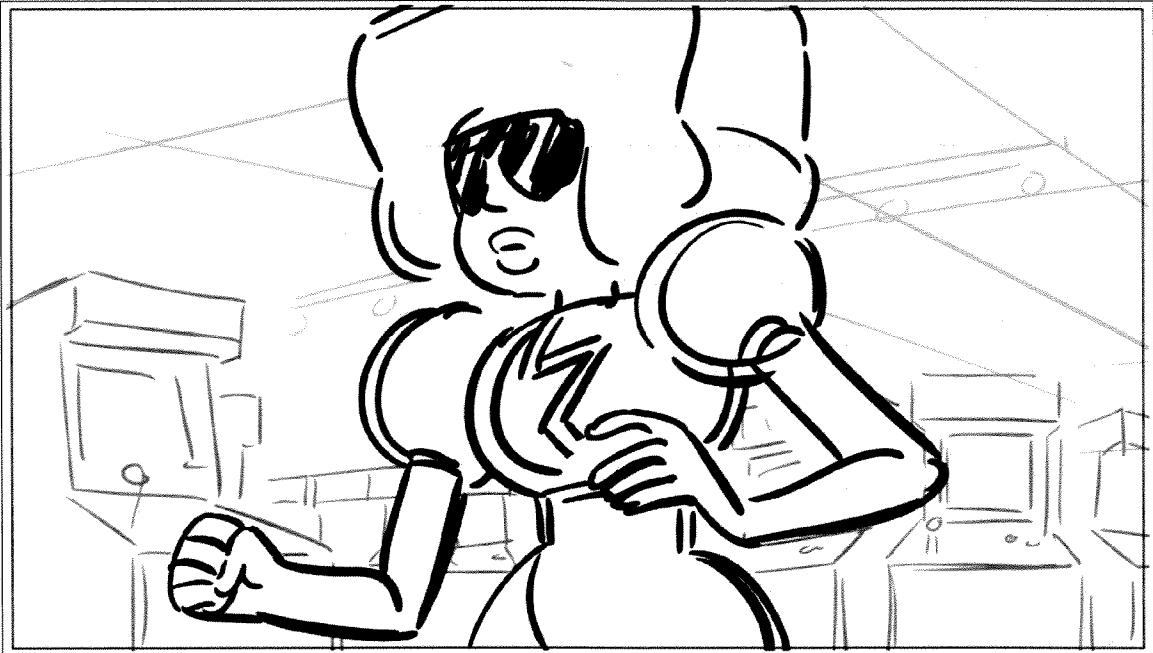
JUN 1 7 2013

Scene	Panel
68	15



Dialog
STEVEN: YOU'LL BE FINE.

Scene	Panel
69	1



Slugging
Panels 1 + 2 = 1.00

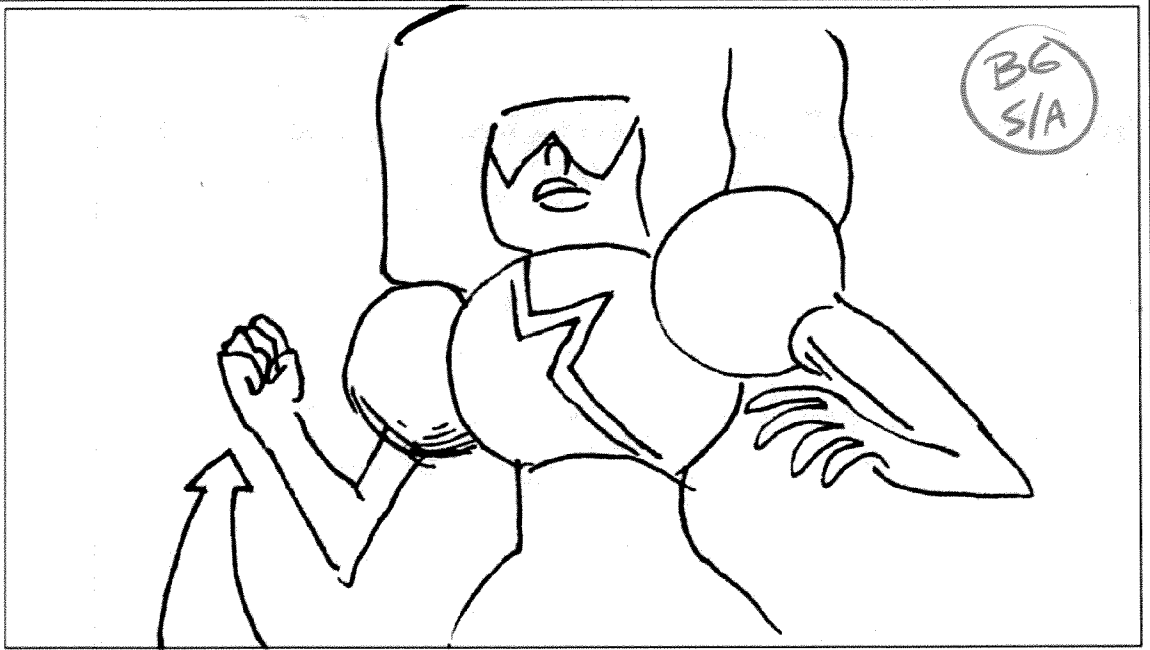
JUN 17 2013

1020.009

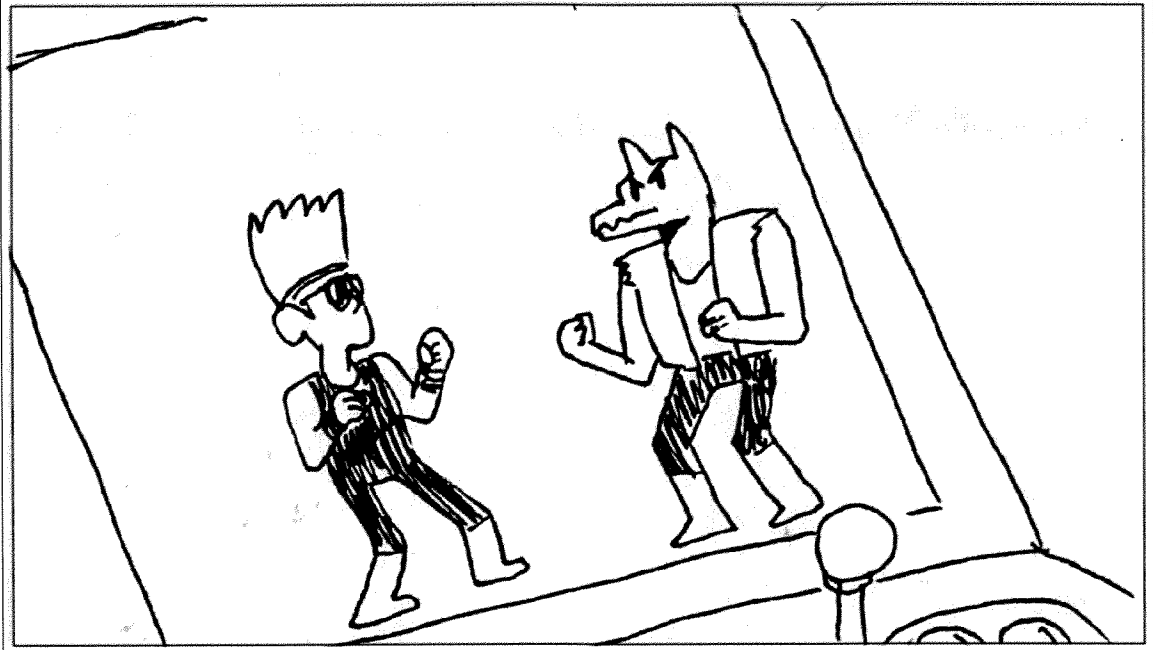
1020.009

1020.009

Scene	Panel
69	2



Scene	Panel
70	1



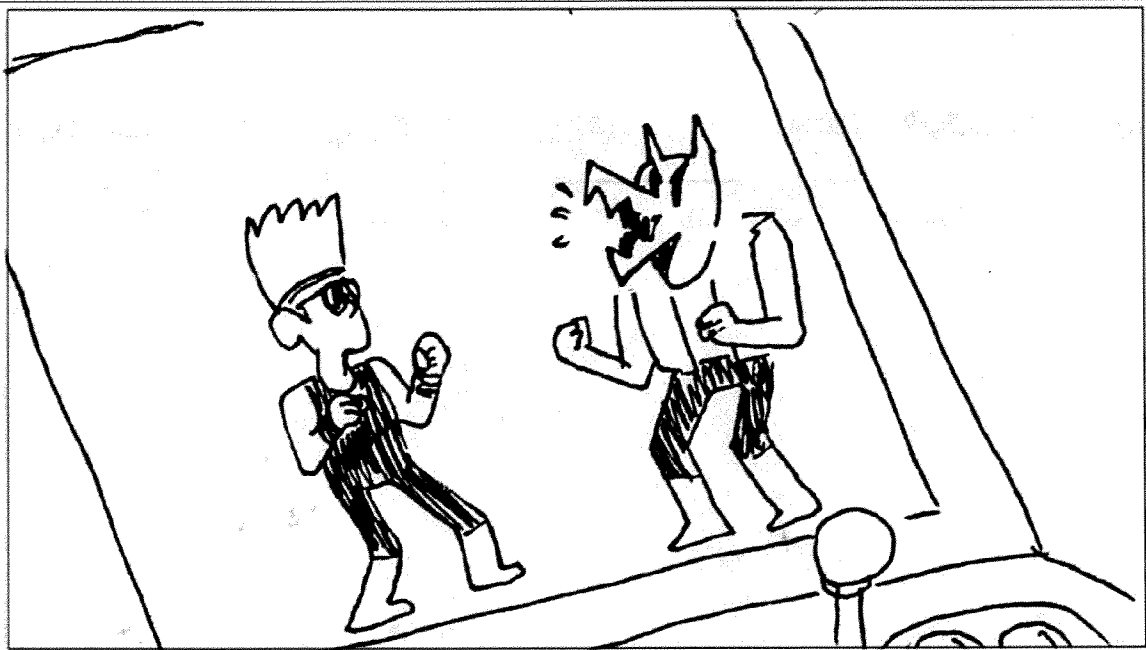
Slugging
Panels 1 + 2 x 5 = 0.05
Total frames for repeat: 2.00

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1020.009

1020.009

Scene	Panel	
70	CONT	2



Dialog
GAME: COME ON, CHUMP!!!

Scene	Panel	
70	CONT	3



Dialog
GAME: YOWW, YOW, YOW, YW...

Slugging
2.13

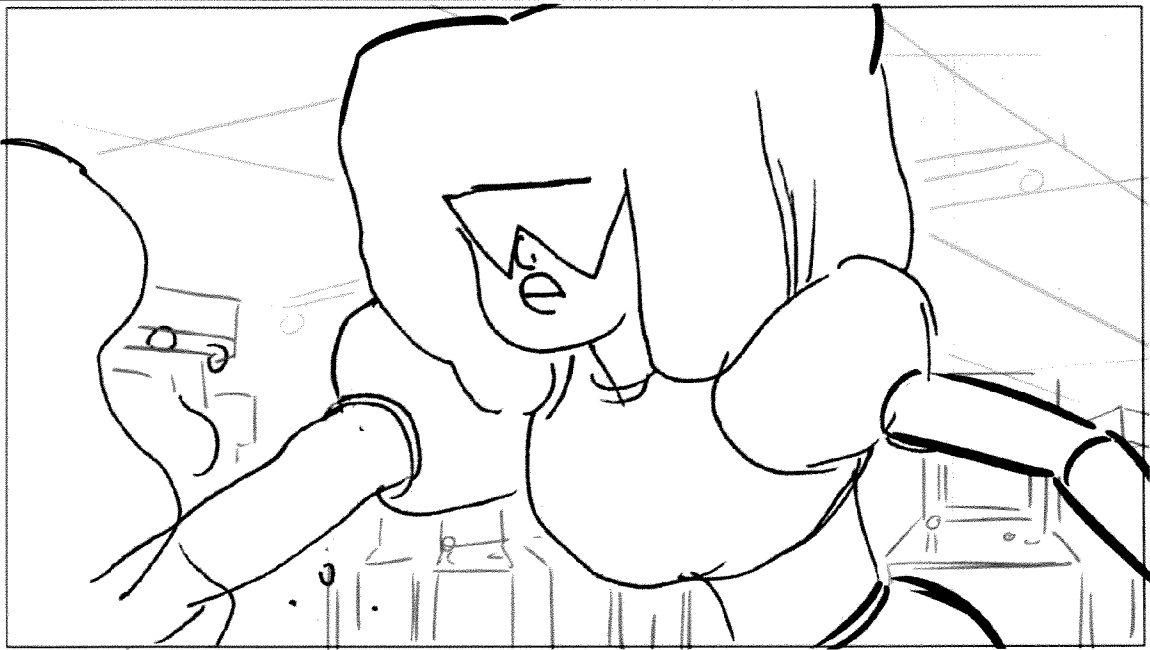
JUN 17 2013

1020.009

1020.009

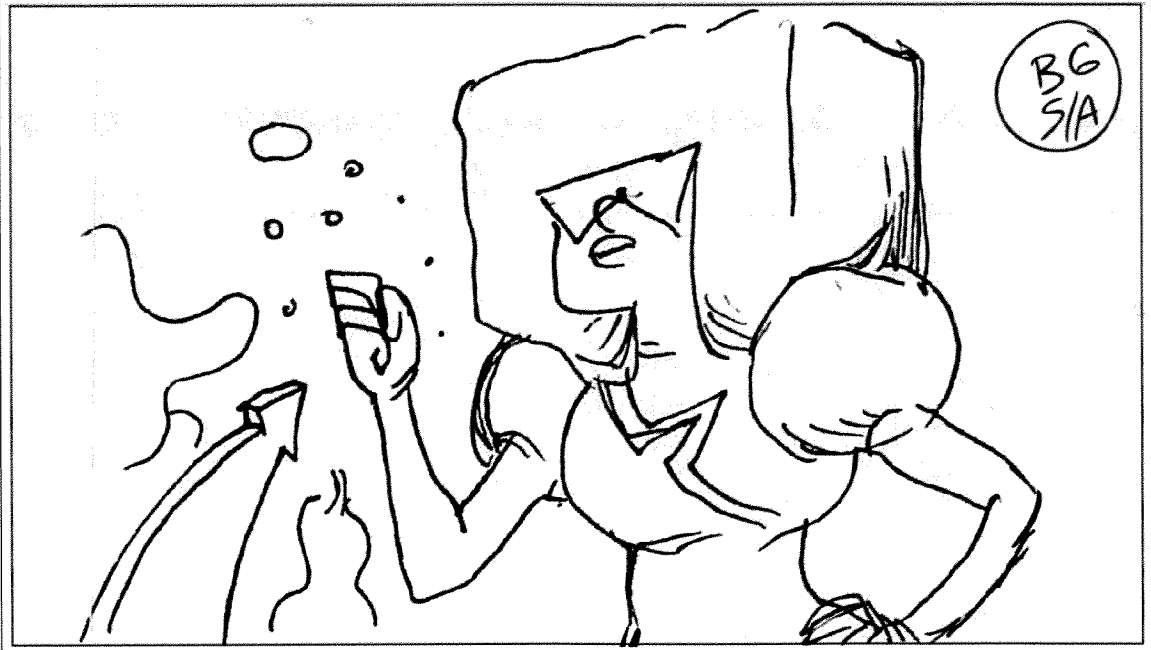
1020.009

Scene	Panel
71	1



Slugging
0.07

Scene	Panel
71	2



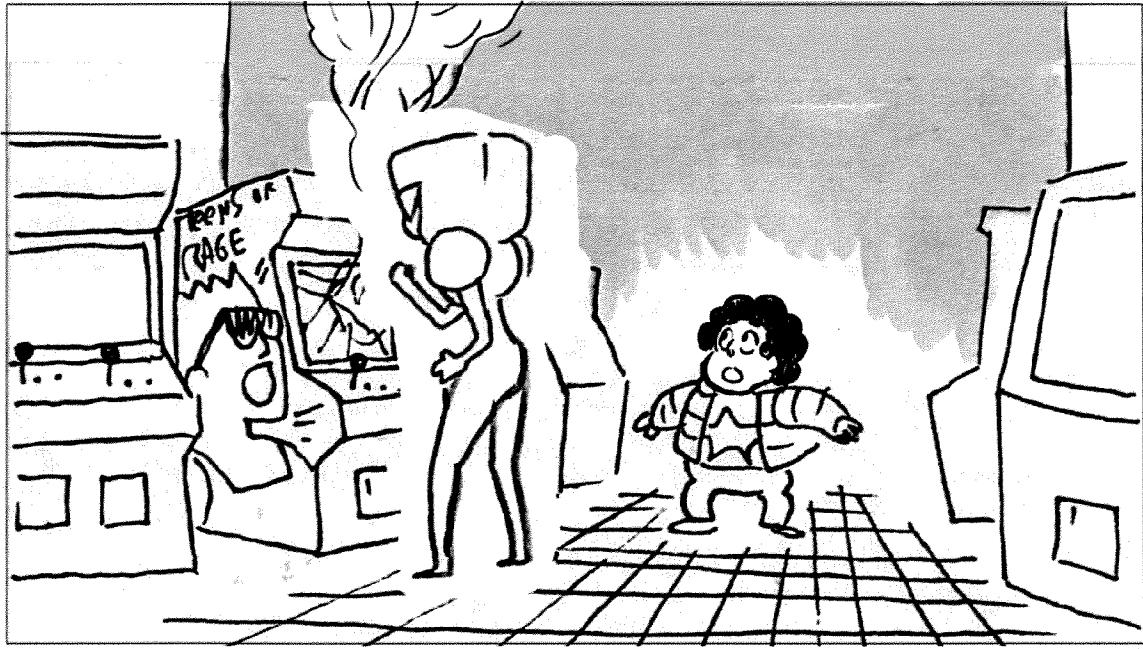
Slugging
1.04

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1020.009

1020.009

Scene	Panel
72	1



Action Notes

Smokes comes out of broken arcade machine

Slugging

0.06

Scene	Panel
72	2

CONT



Dialog

GARNET: I DID IT.

Slugging

1.14

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Scene	Panel
73	1



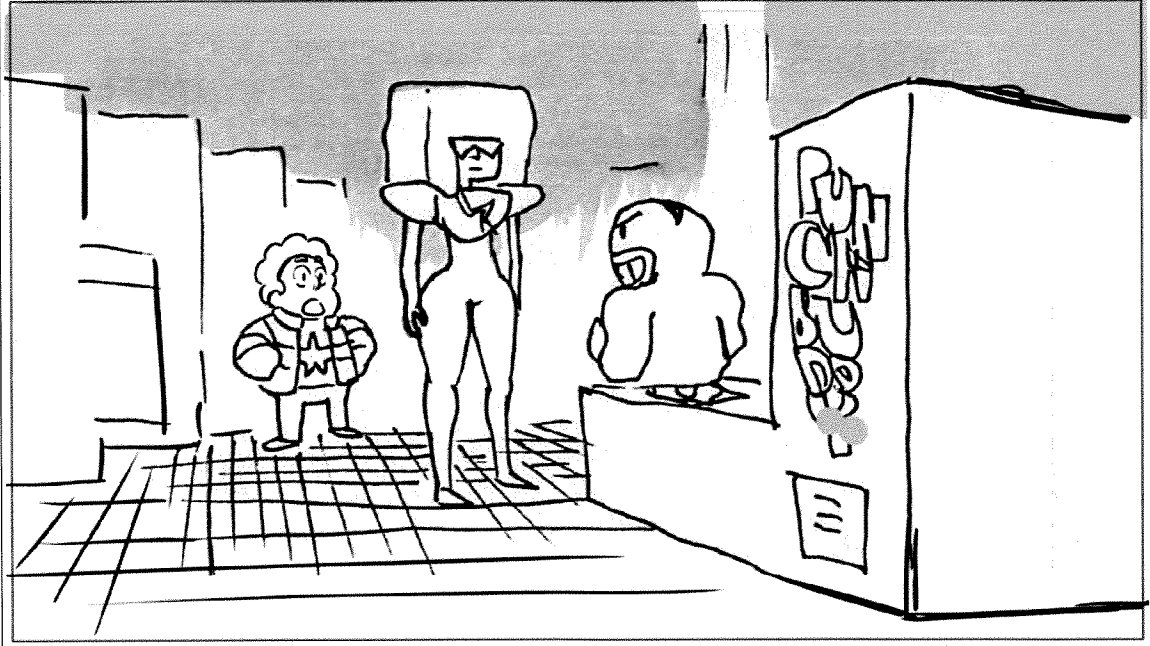
Dialog

STEVEN: UH... LET'S TRY SOMETHING ELSE.

Slugging

4.03

Scene	Panel
74	1



Dialog

STEVEN: OK! THIS IS A GAME YOU CAN ACTUALLY PUNCH!

Slugging

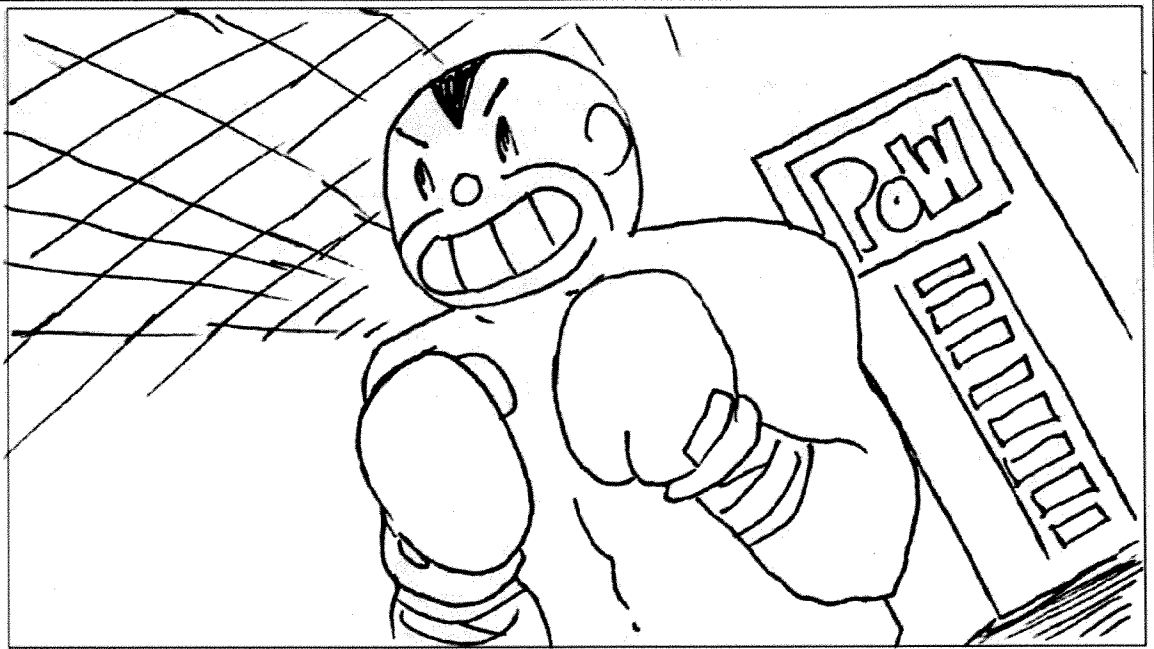
6.07

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1020.009

1020.009

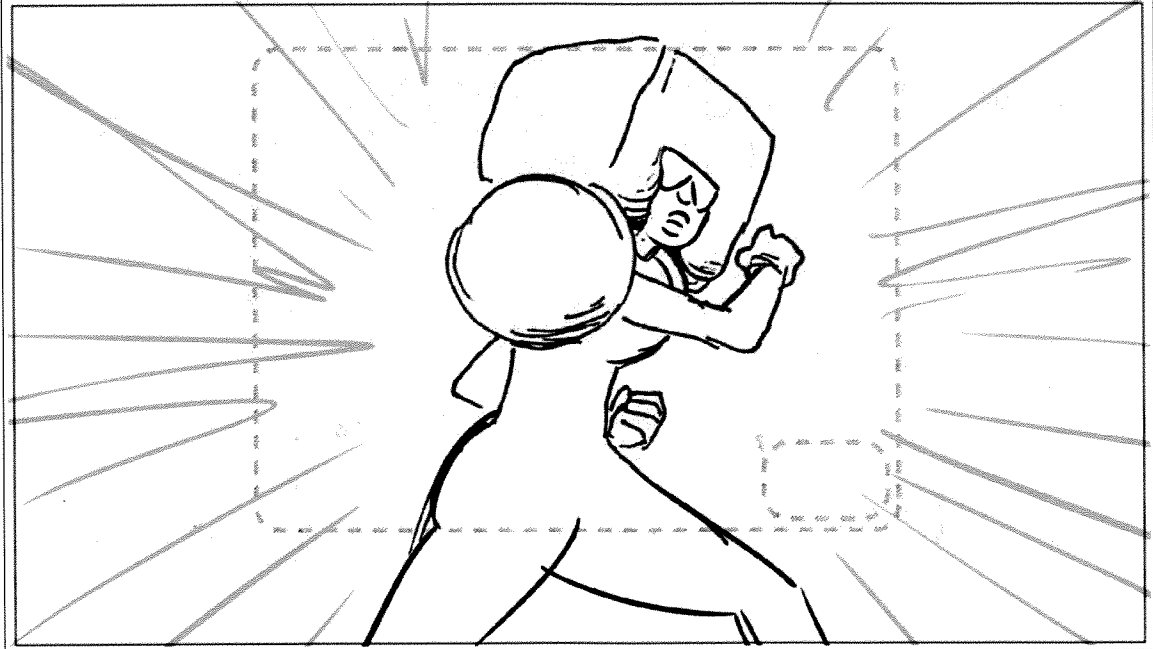
Scene	Panel
75	1



Dialog
GAME: GIVE IT YOUR BEST SHOT, KID!

Slugging
2.13

Scene	Panel
76	1



Action Notes
BURST BG

Slugging
0.10

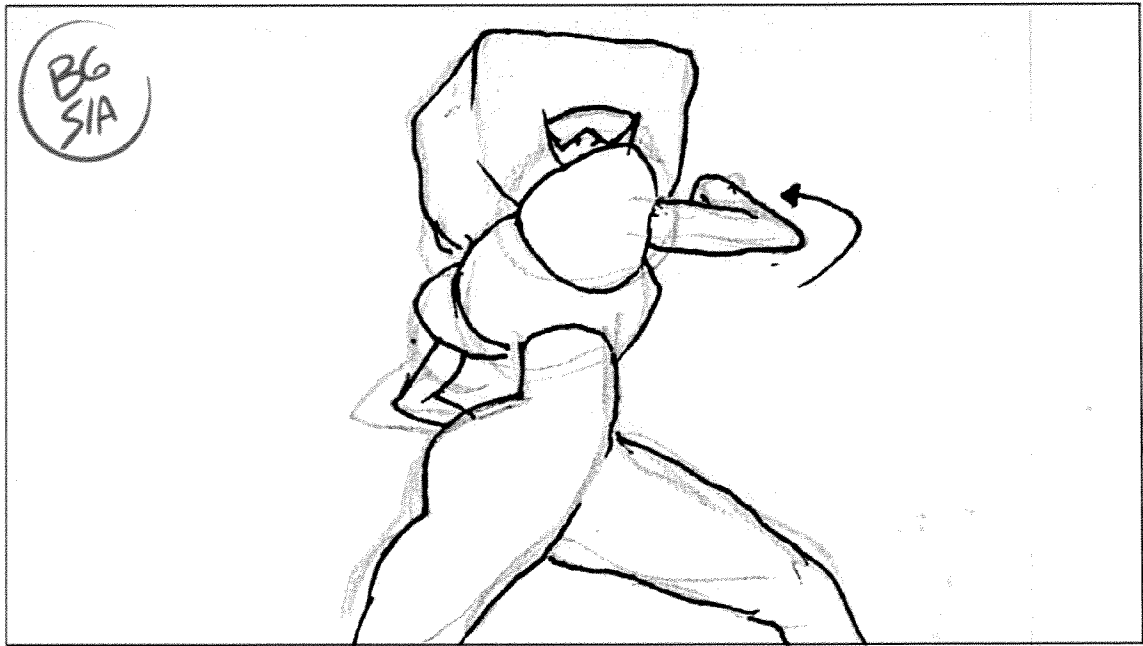
JUN 17 2013

1020.009

1020.009

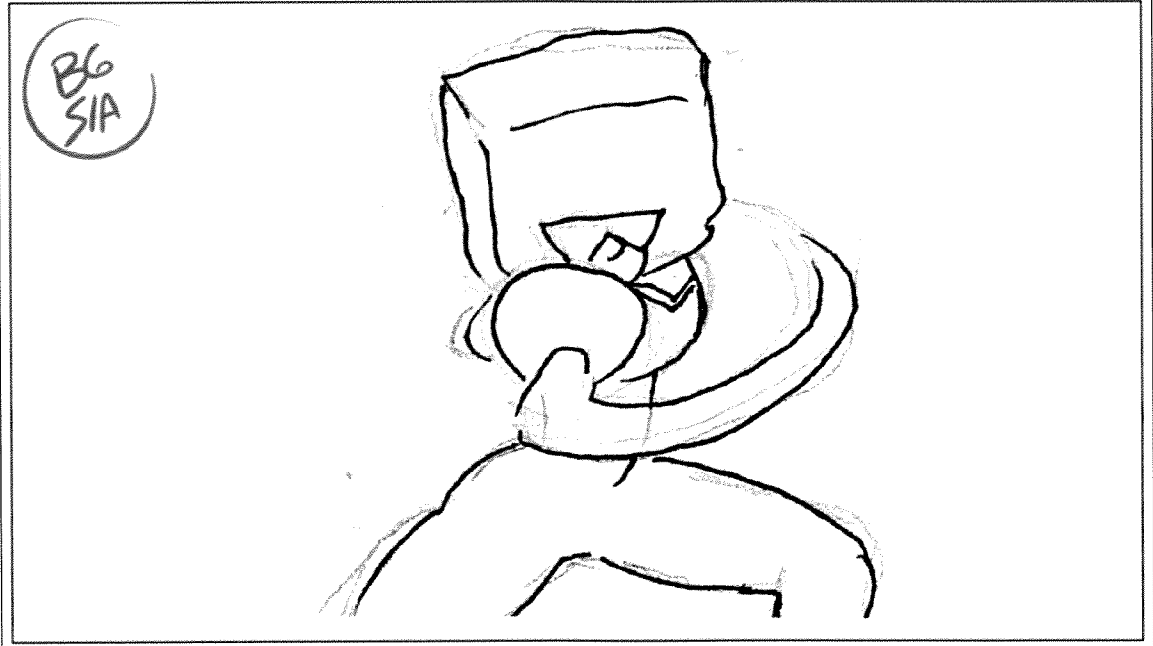
1020.009

Scene	Panel	
	76	<i>cont</i>
		2



Slugging
1.06

Scene	Panel	
	76	<i>cont</i>
		3



Slugging
0.04

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1020-009

1020-009

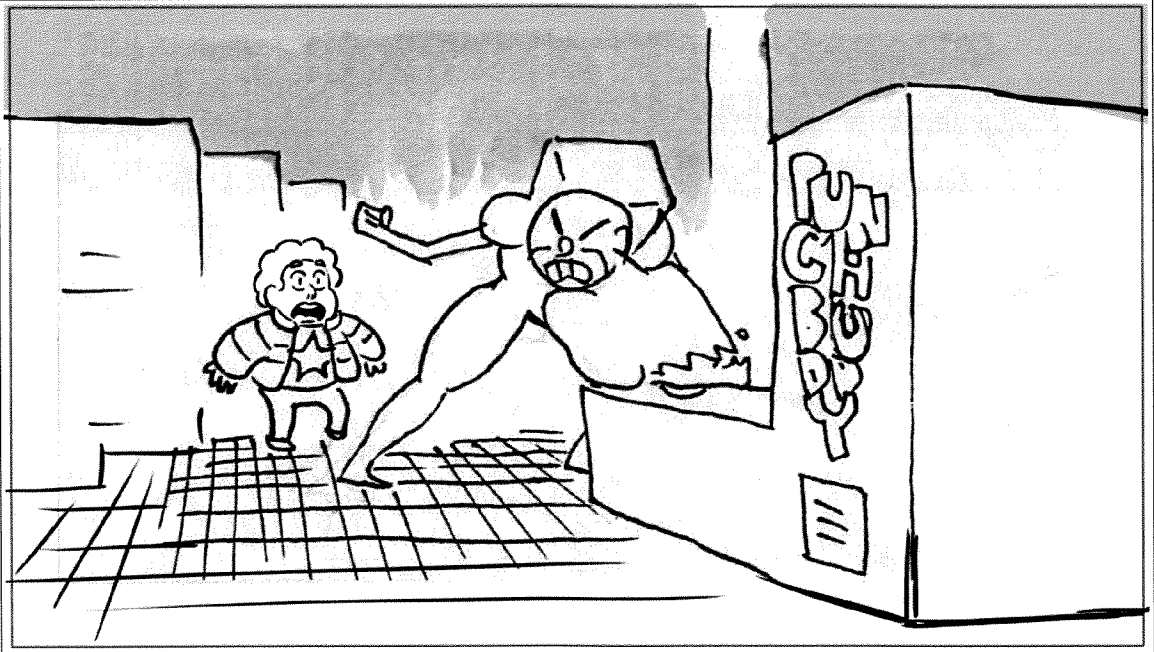
1020-009

Scene	Panel
	76 <i>cont</i>
	4



Slugging
0.06

Scene	Panel
	77
	1



Dialog
STEVEN: WOAH!

GAME: TELL MY WIFE ...

Slugging
0.08

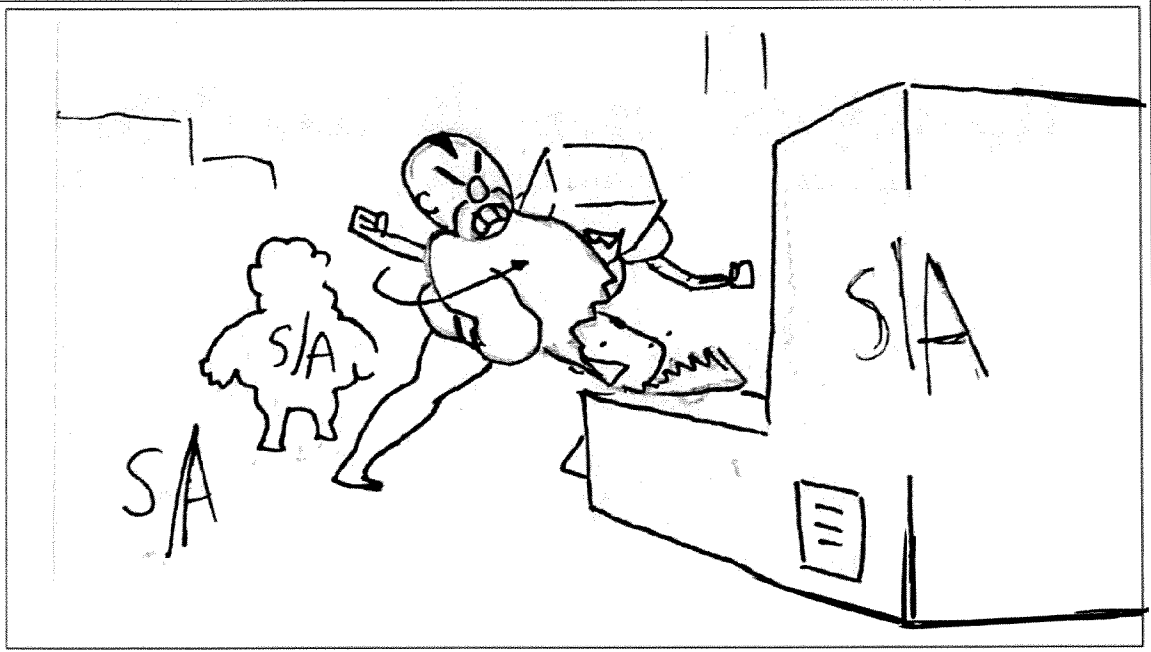
JUN 17 2013

1020.009

1020.009

1020.009

Scene	Panel	
	77	<i>CONT</i>
		2



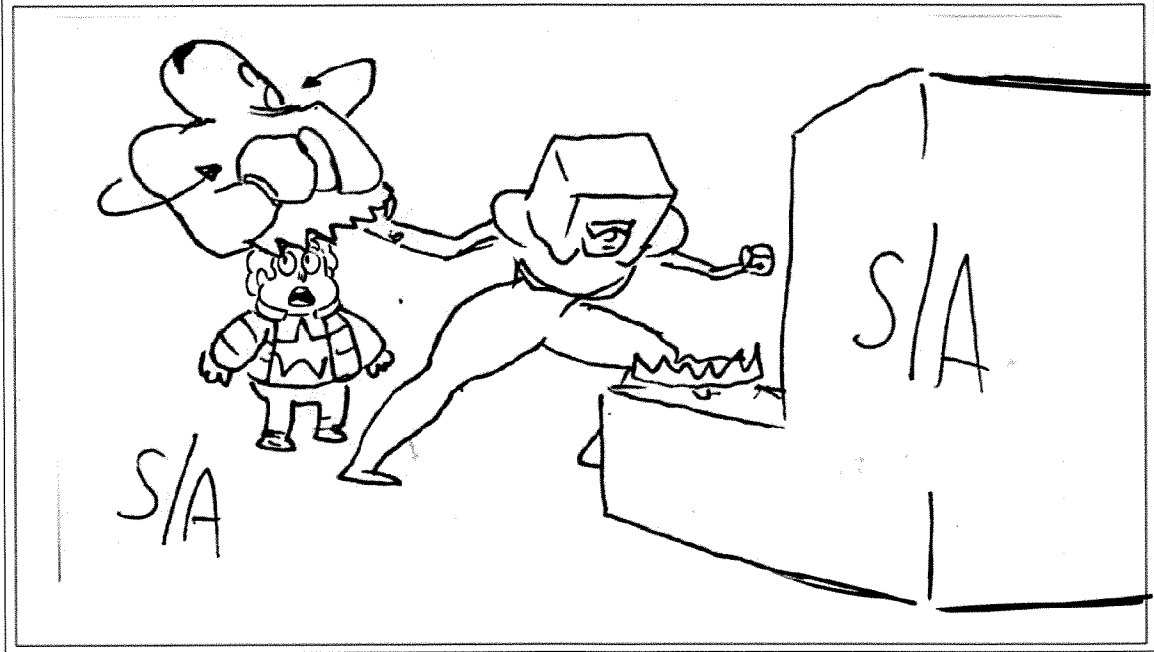
Dialog

GAME:I'M....

Slugging

0.04

Scene	Panel	
	77	<i>CONT</i>
		3



Dialog

GAME: ...SOOO....

Slugging

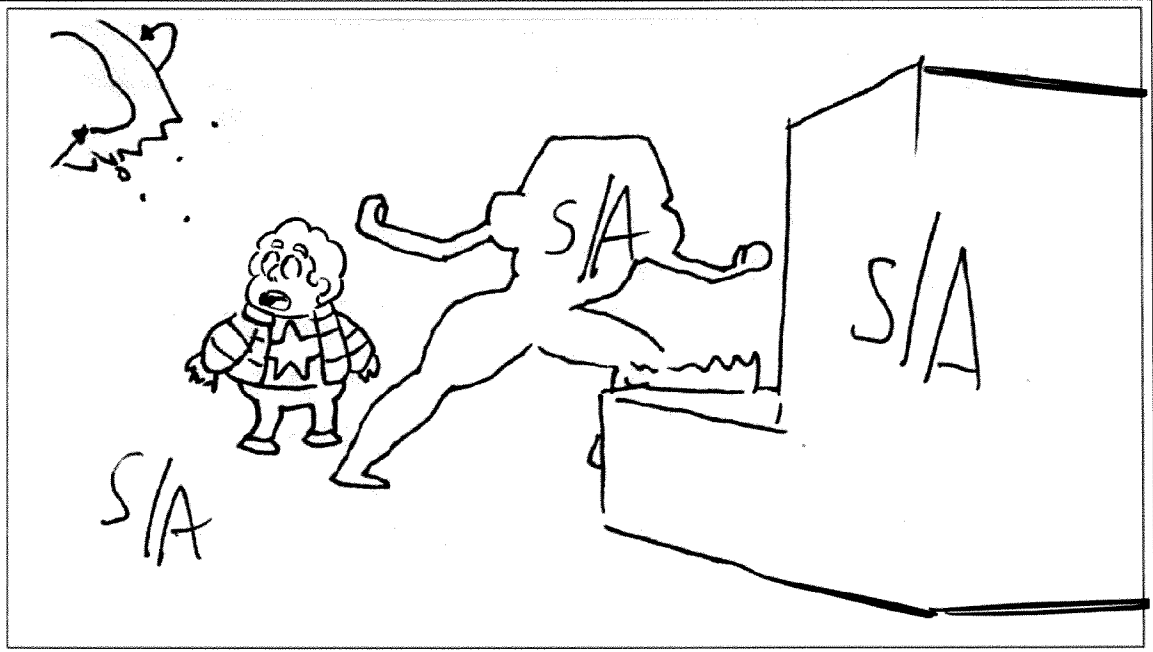
0.06

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1020-009

1020-009

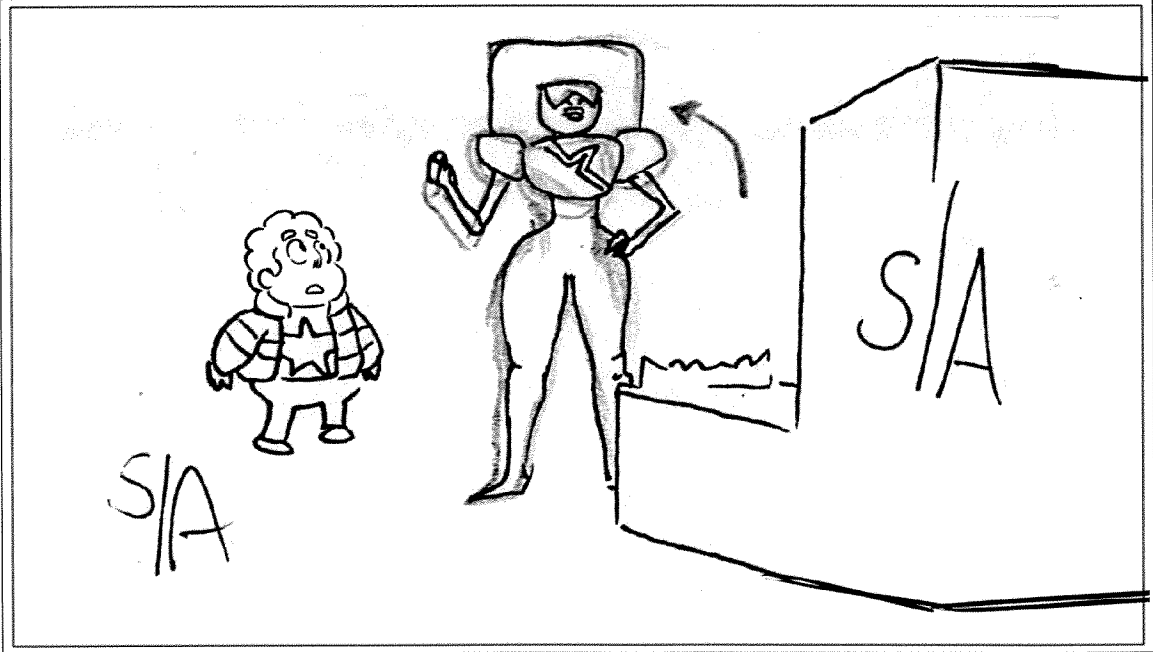
Scene	Panel	
	77	<i>CONT</i>
		4



Dialog
GAME:RRY!

Slugging
1.04

Scene	Panel	
	77	<i>CONT</i>
		5



Dialog
GARNET: I WIN AGAIN.

Slugging
2.03

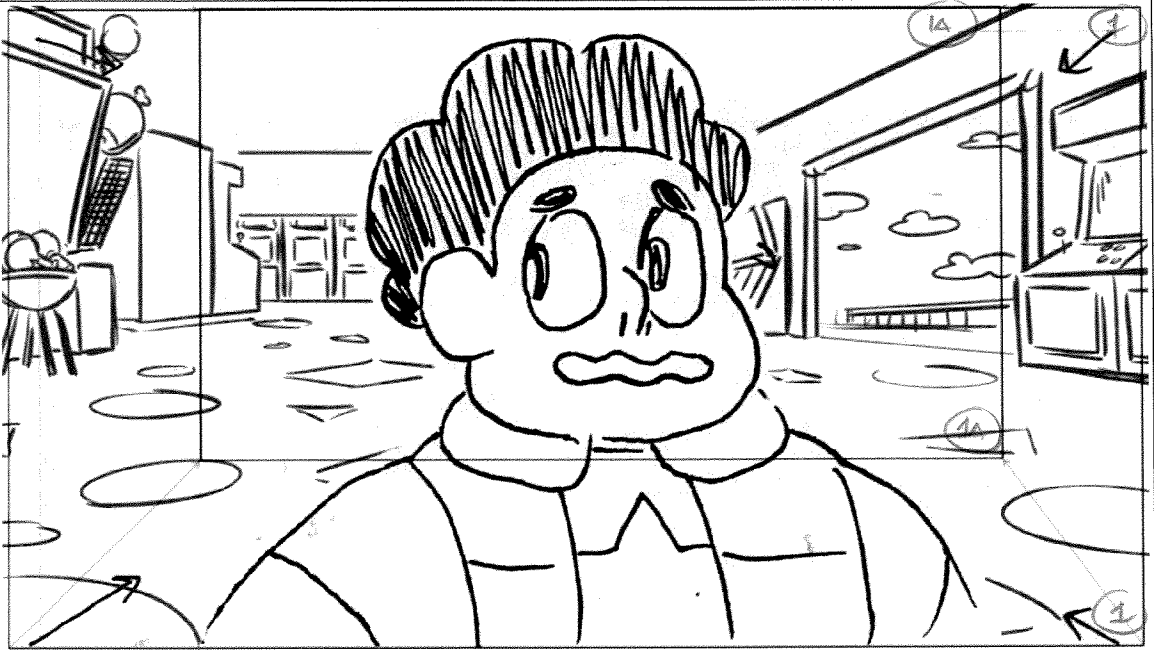
JUN 17 2013

1020.009

600.0701

1020.009

Scene	Panel
78	1



Action Notes
H/U STEVEN w/ prev. shot

Slugging
ADJ: 0.06

Scene	Panel
78	2



Dialog
STEVEN: UH...

Slugging
1.05

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1020-009

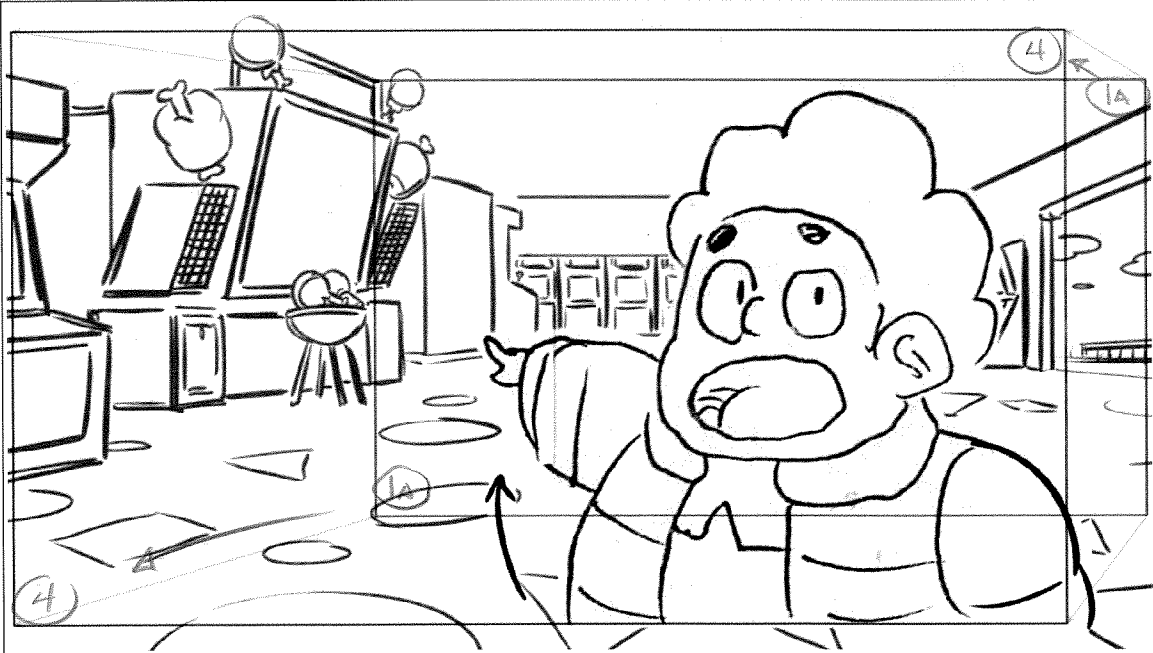
Scene	Panel
78	3



Dialog
STEVEN: UM...

Slugging
1.02

Scene	Panel
78	4



Dialog
STEVEN: H-HOW 'BOUT THAT ONE!

Slugging
ADJ: 0.06
Then HOLD: 1.14

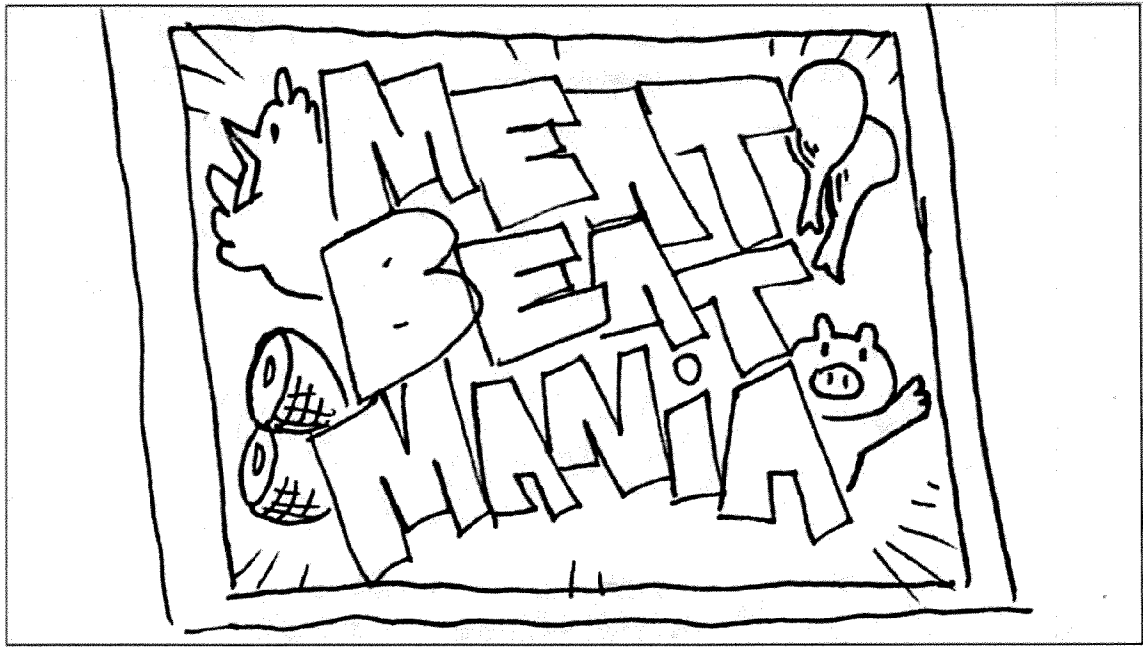
JUN 17 2013

1020-009

1020-009

600-0701

Scene	Panel
79	1



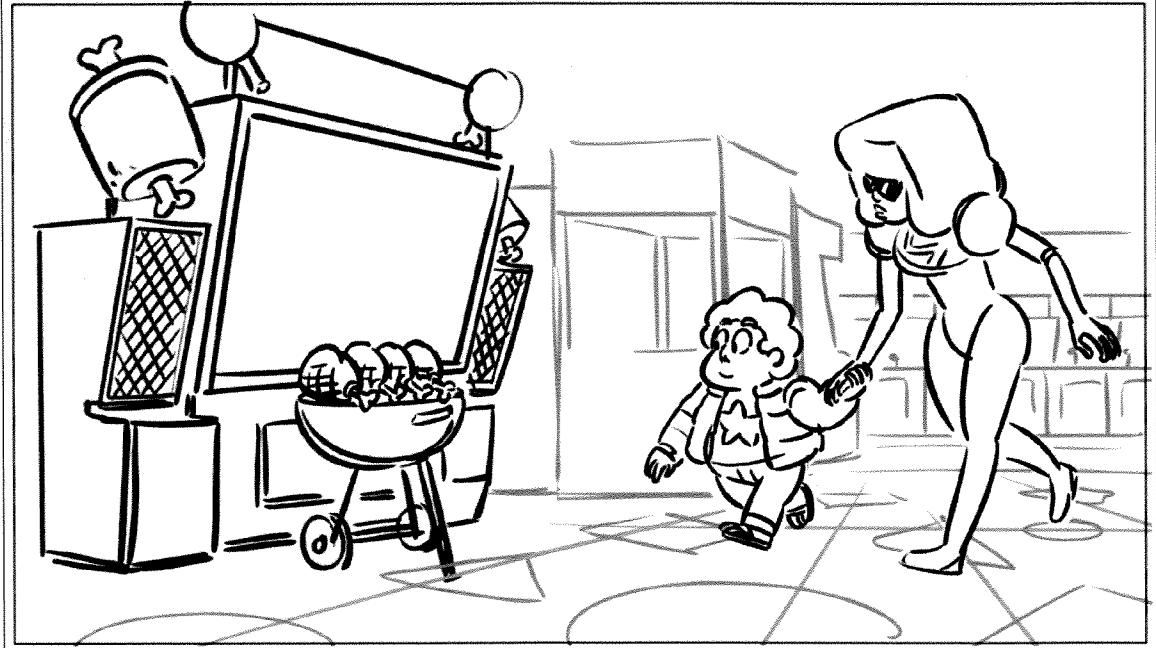
Dialog

STEVEN: MEAT BEAT MANIA!

Slugging

2.04

Scene	Panel
80	1



Dialog

STEVEN: THERE'S NO VIOLENCE IN THIS GAME!

Slugging

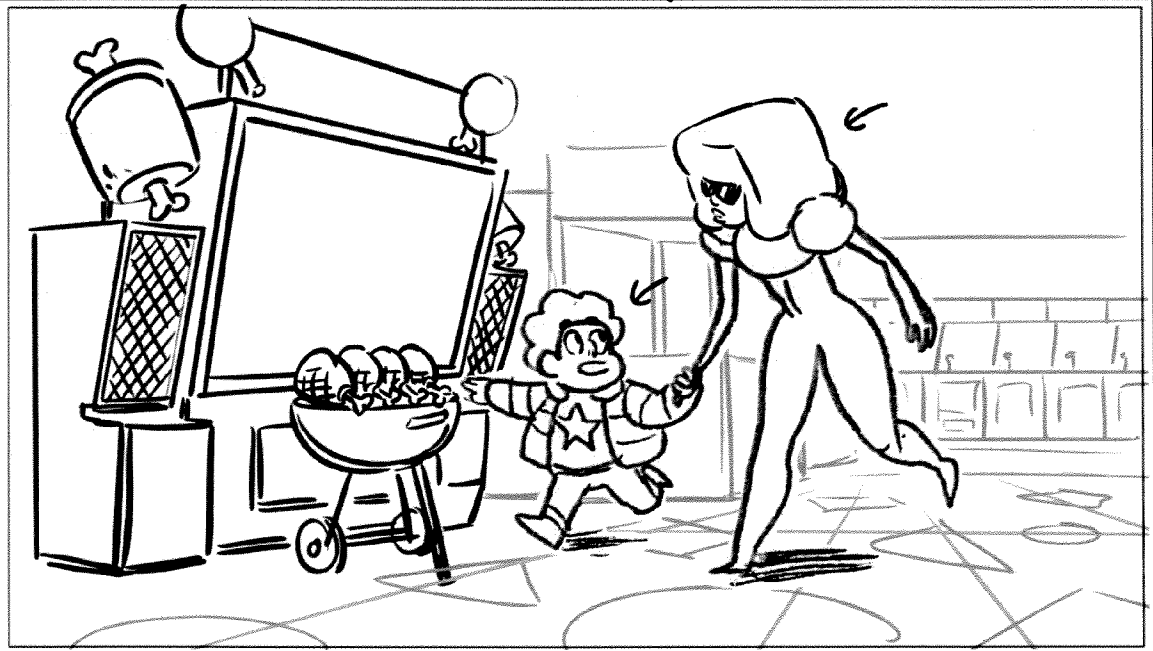
Panels 1 + 2 = 3.07

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1020.009

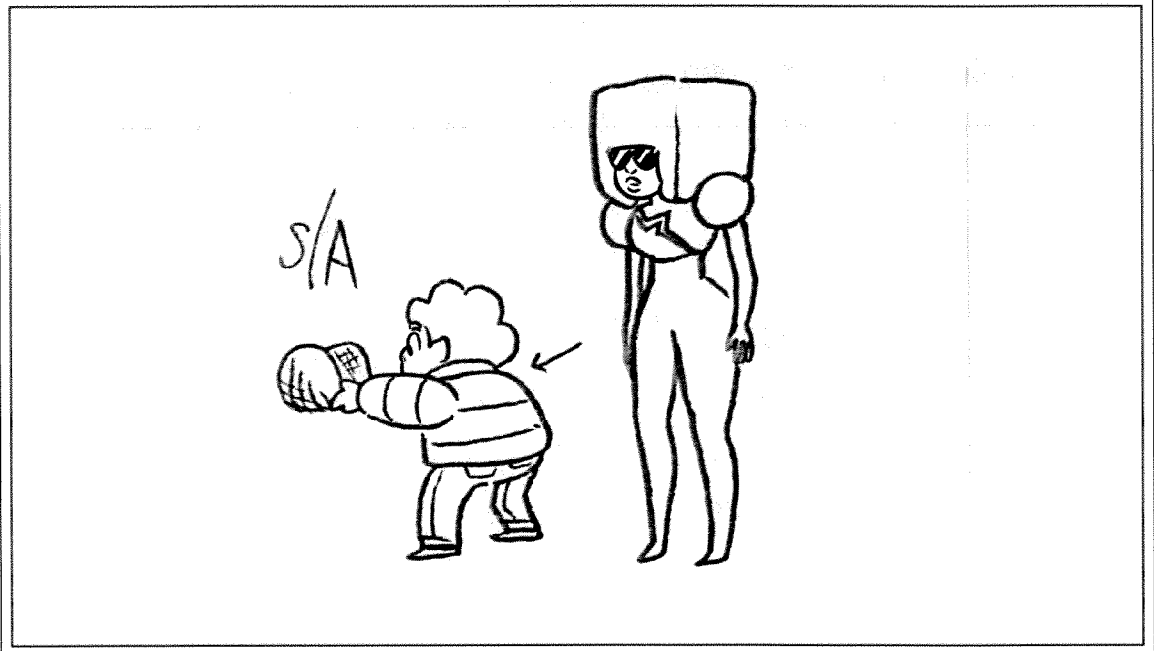
1020.009

Scene 80 Panel 2



Dialog
STEVEN: THERE'S NO VIOLENCE IN THIS GAME!

Scene 80 Panel 3

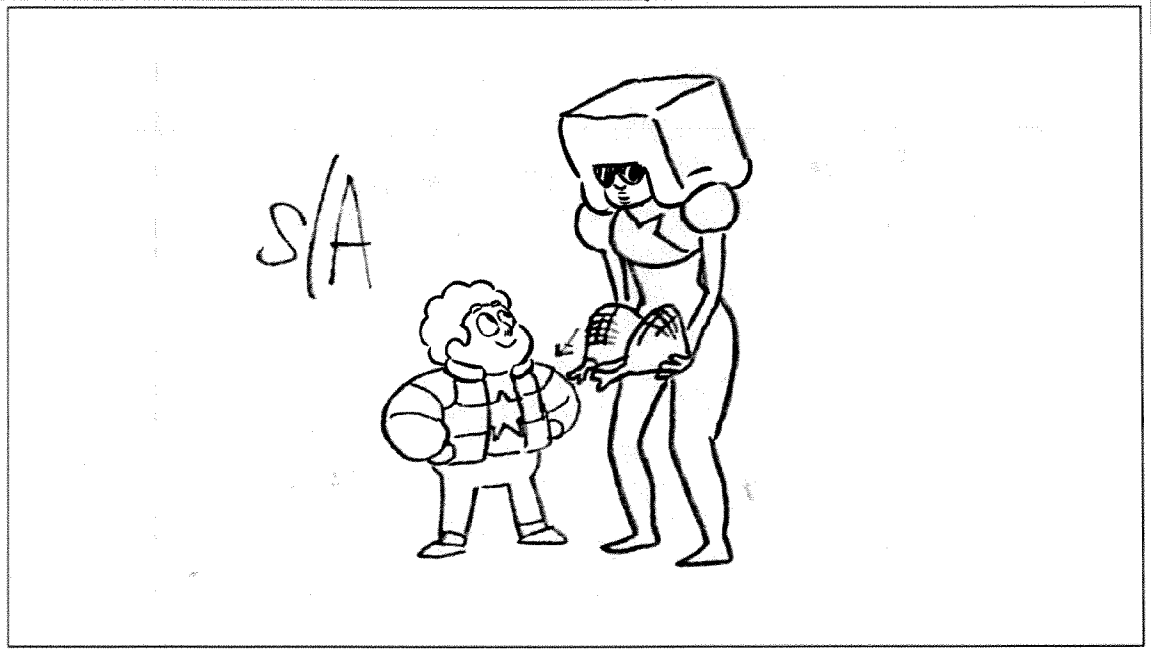


Dialog
STEVEN: JUST SHAKE...

Slugging
0.10

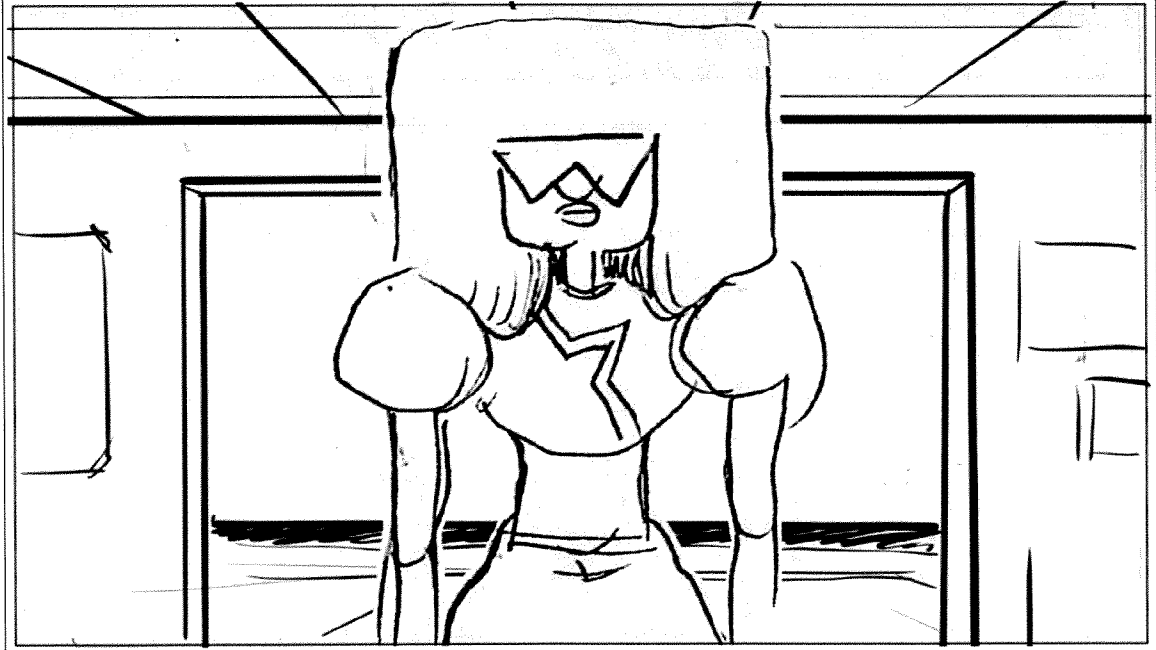
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Scene	Panel	
	80	6



Slugging
0.15

Scene	Panel	
	81	1



Dialog
GAME: ARE YOU READY?

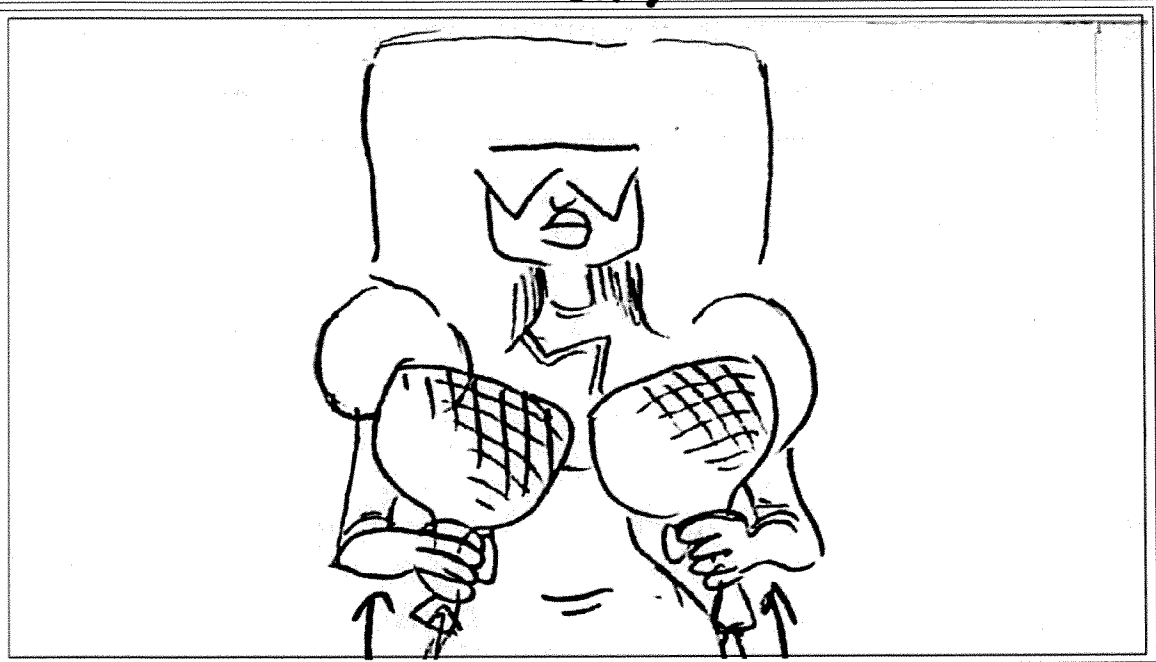
Slugging
1.09

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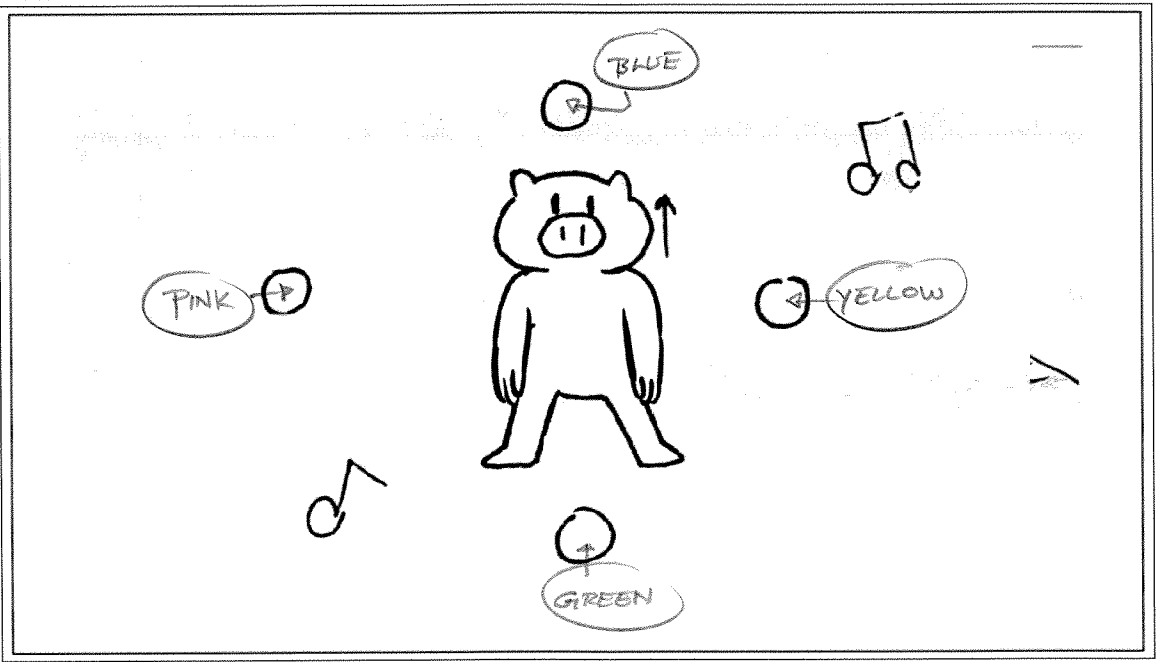
Scene	Panel
81	2



Dialog
GAME: LET'S MEAT IT!

Slugging
2.03

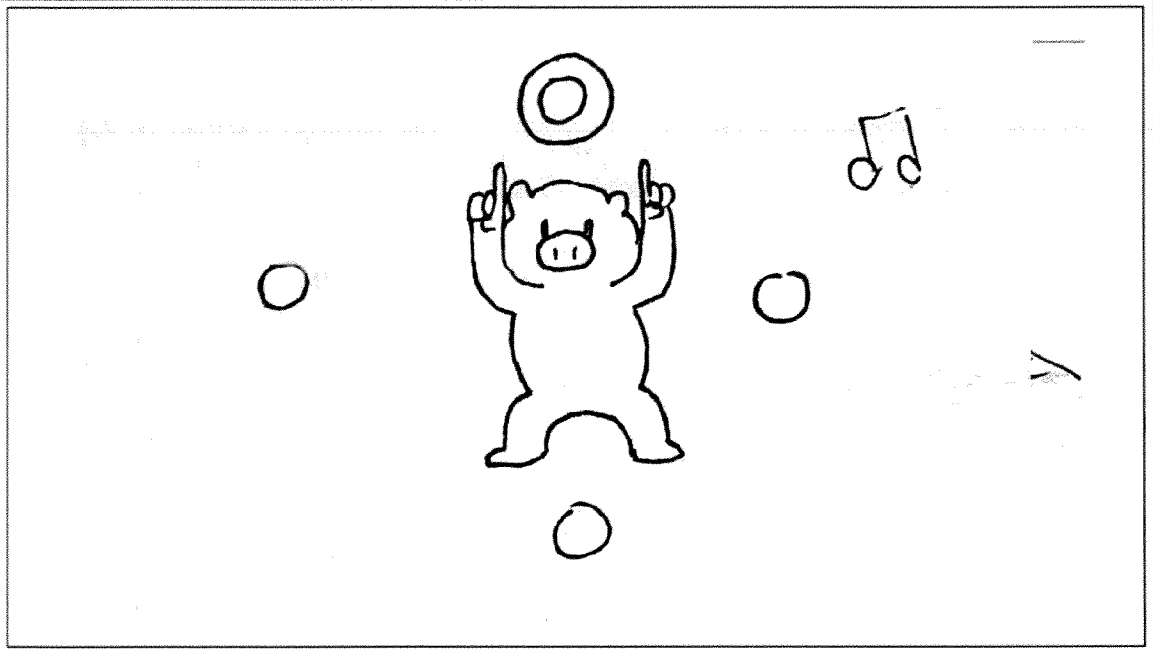
Scene	Panel
82	1



Slugging
 $1 + 2 = 0.12$

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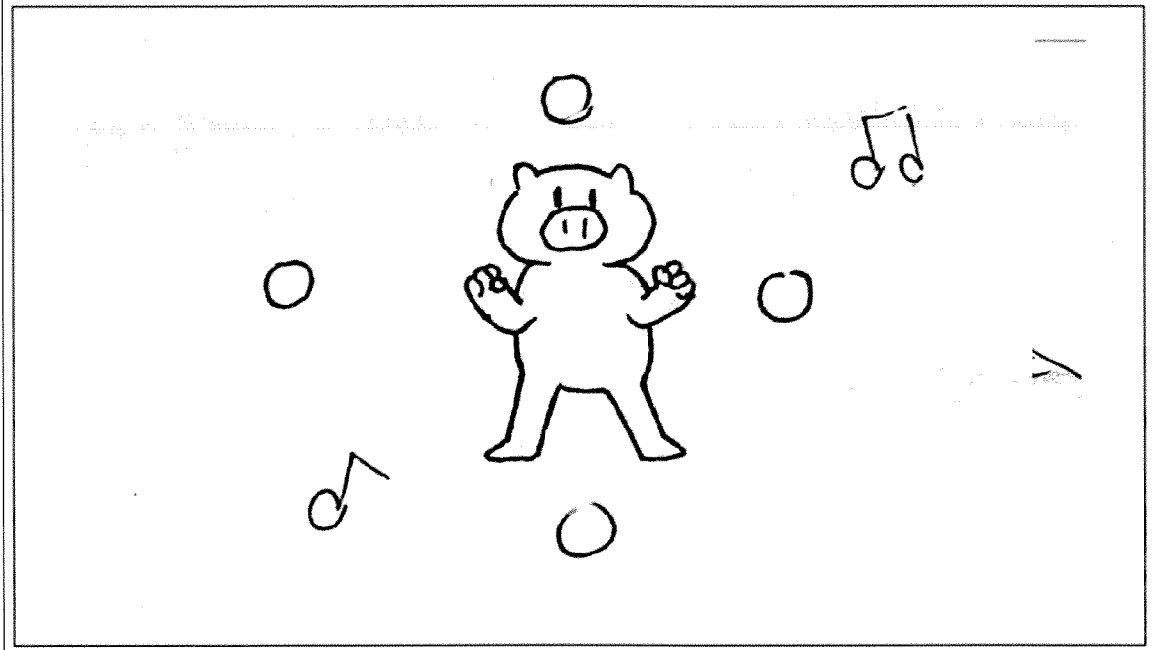
Scene	Panel	
	82	<i>cont</i>
		4



Dialog
GAME: SHAKE IT!

Slugging
0.12

Scene	Panel	
	82	<i>cont</i>
		5



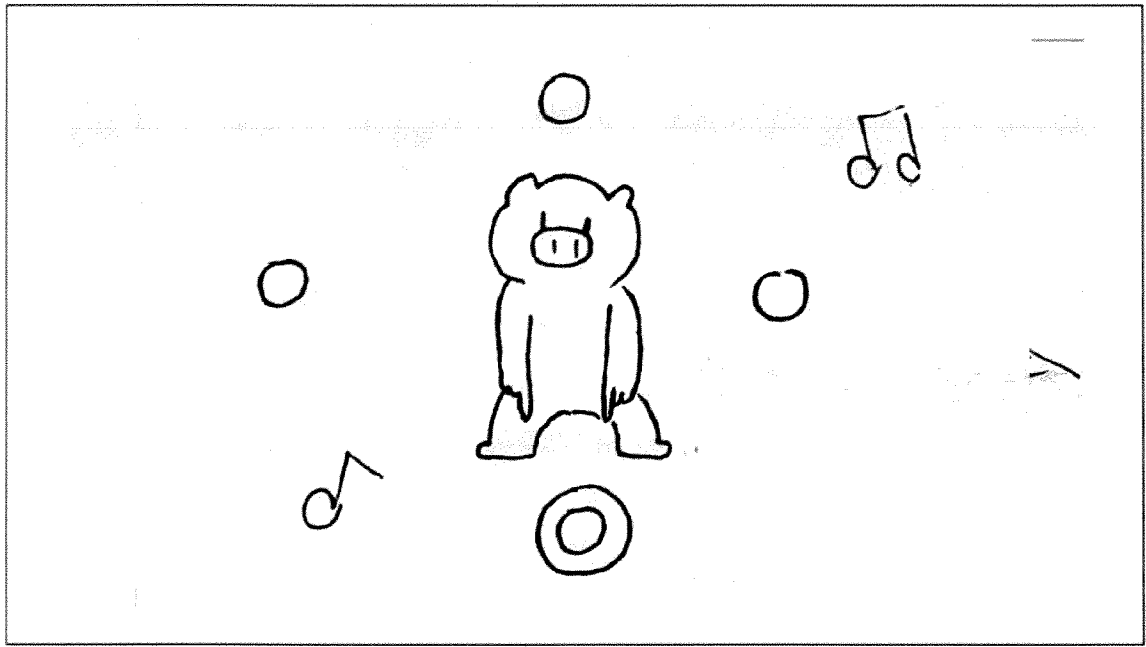
Slugging
0.12

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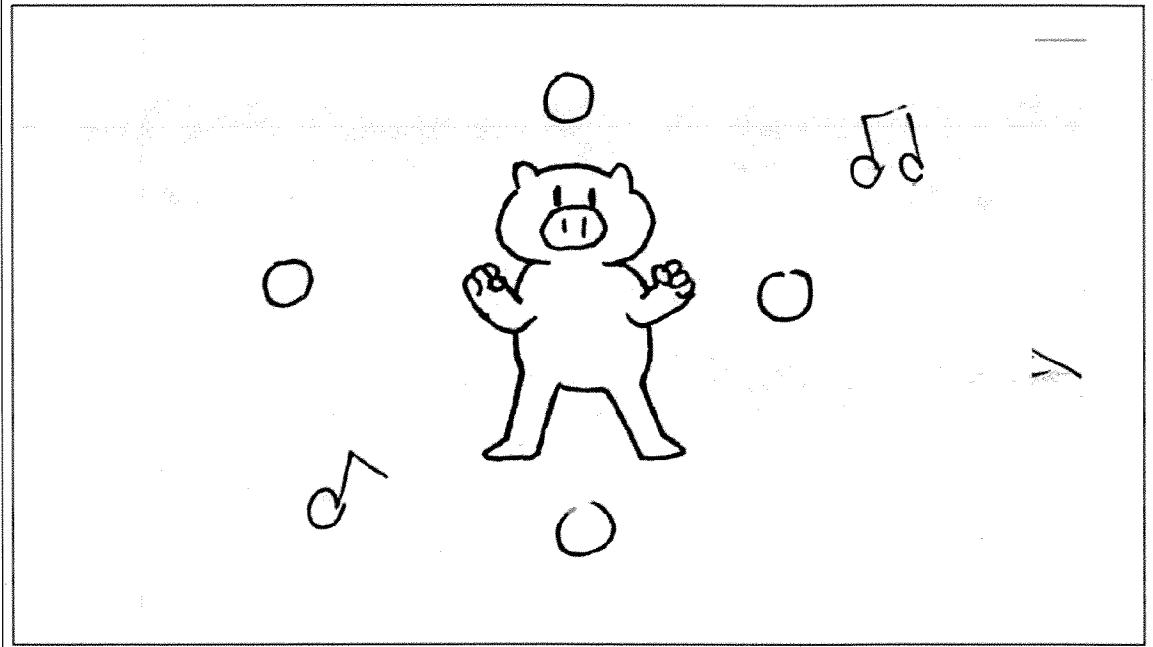
Scene	Panel
82	<i>CONT</i>
6	



Dialog
GAME: SHAKE IT!

Slugging
0.12

Scene	Panel
82	<i>CONT</i>
7	



Dialog
GAME: THAT'S IT!

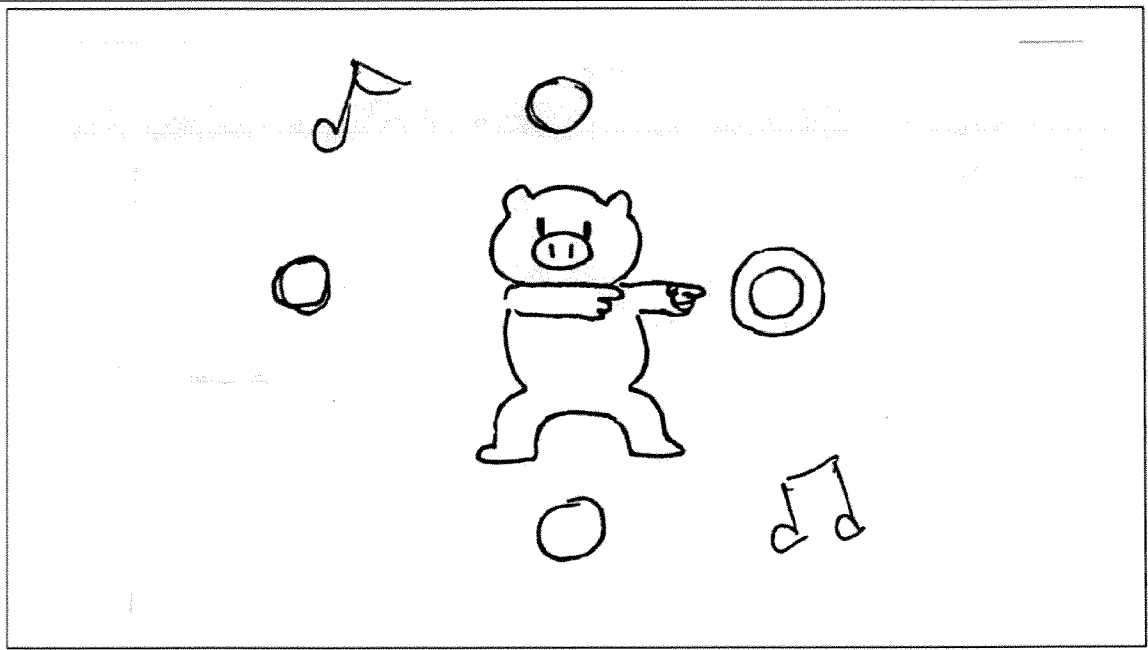
Slugging
0.12

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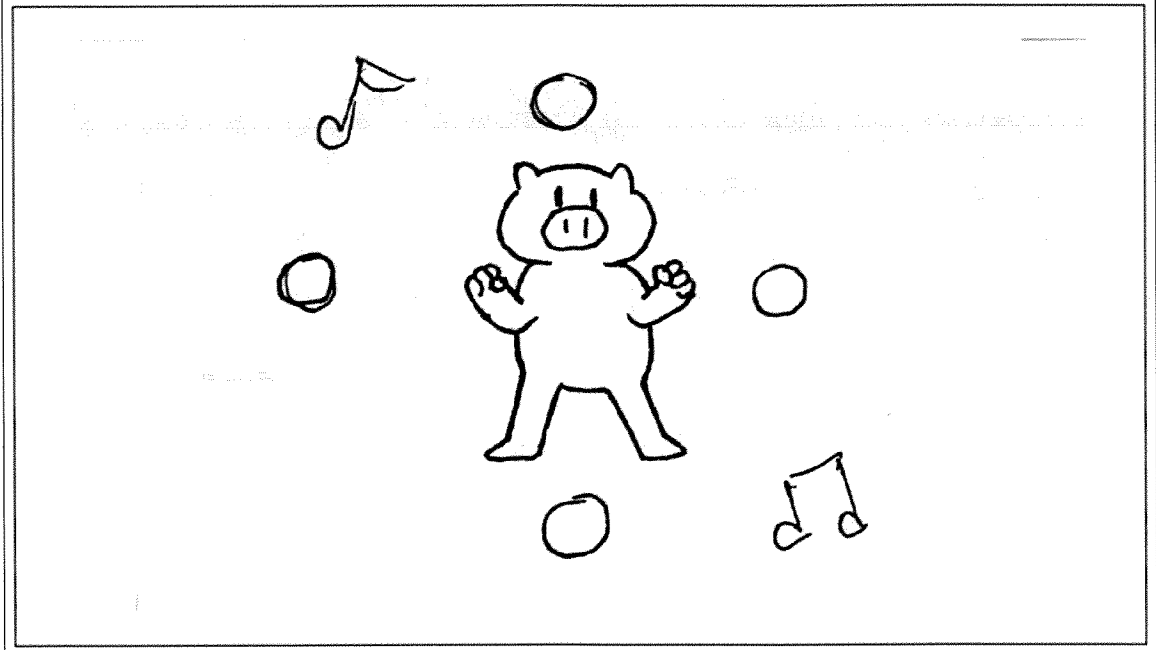
Scene	Panel
82	<i>CONT</i>
	8



Dialog
GAME: WELL DONE!

Slugging
0.12

Scene	Panel
82	<i>CONT</i>
	9



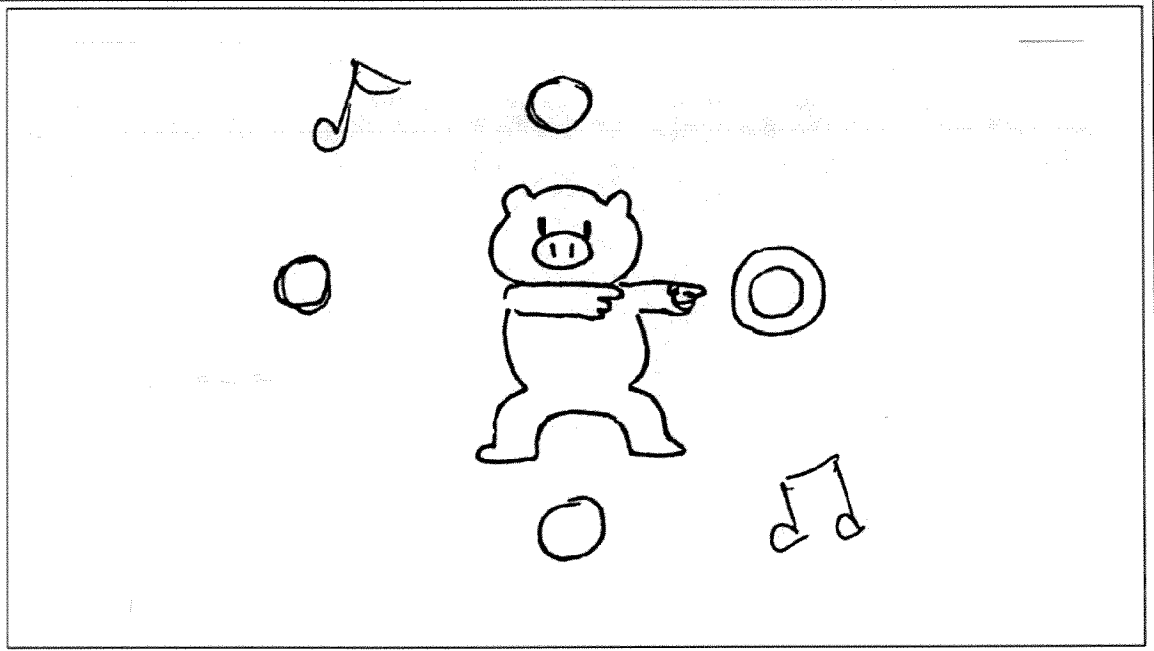
Slugging
0.12

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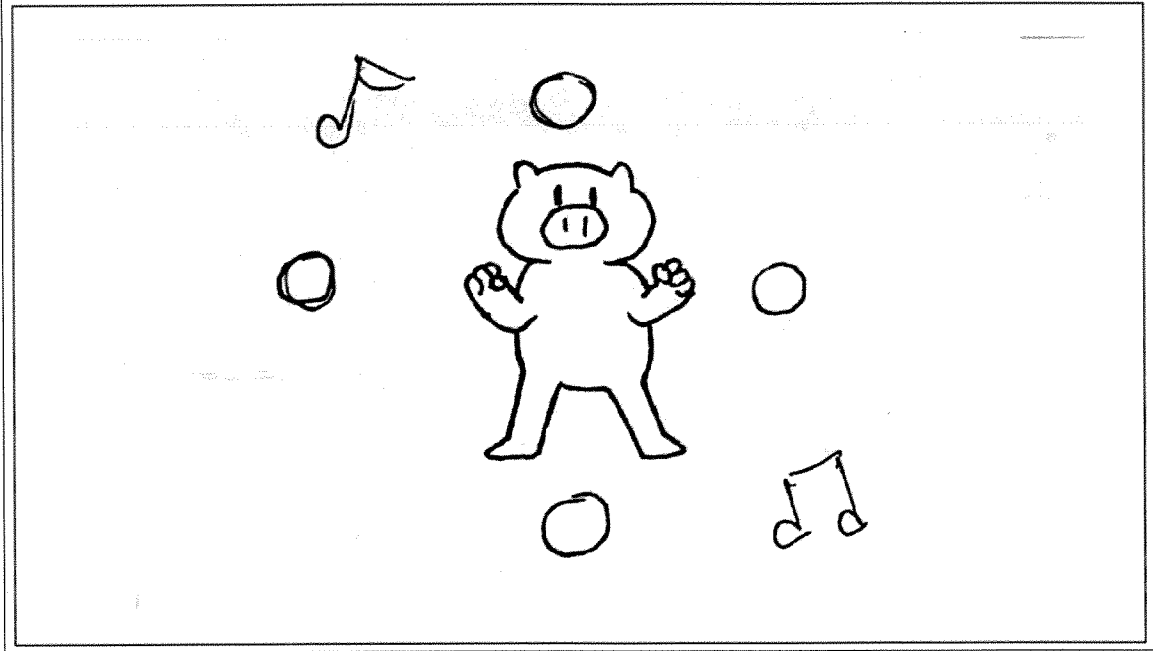
Scene	Panel
82	<i>CONT</i> 10



Dialog
GAME: KEEP IT UP!

Slugging
0.12

Scene	Panel
82	<i>CONT</i> 11



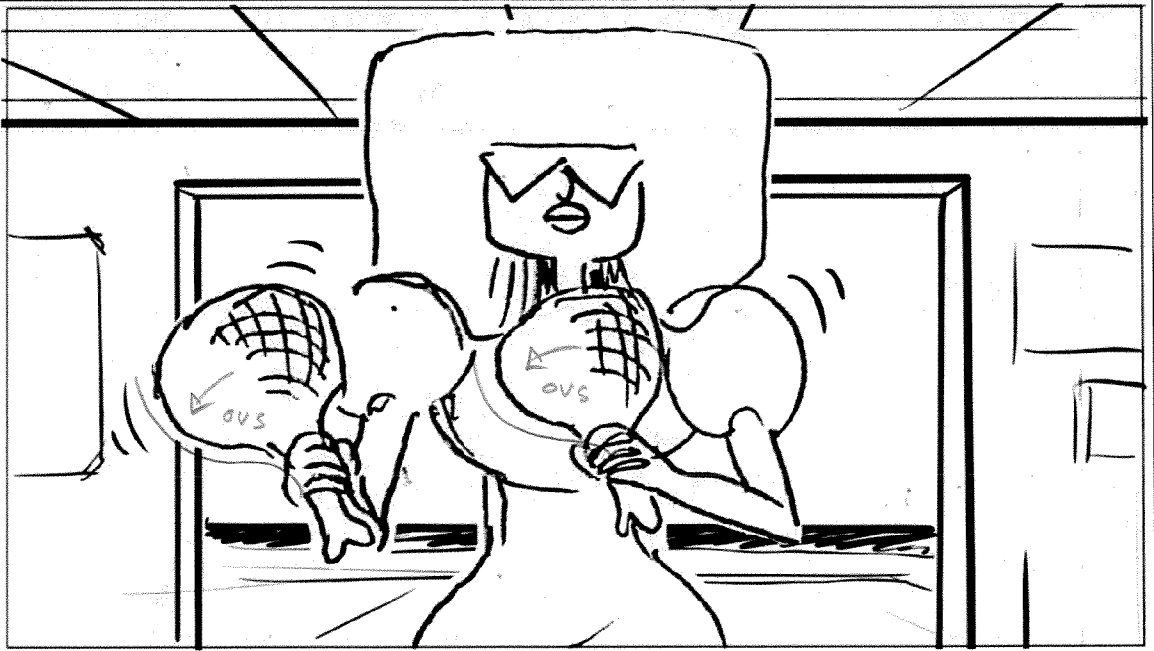
Slugging
0.12

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Scene	Panel
83	1

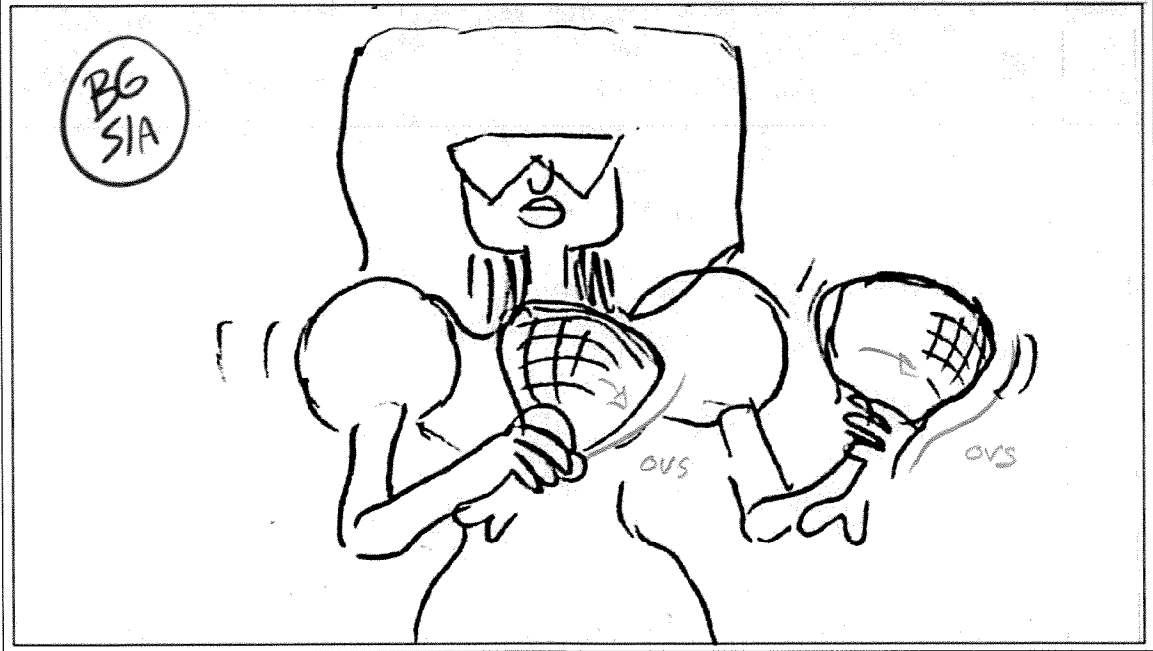


Dialog
GAME (off-screen): NOW YOU'RE COOKING!

Action Notes
S/A Scene 81

Slugging
3.05

Scene	Panel
83	2

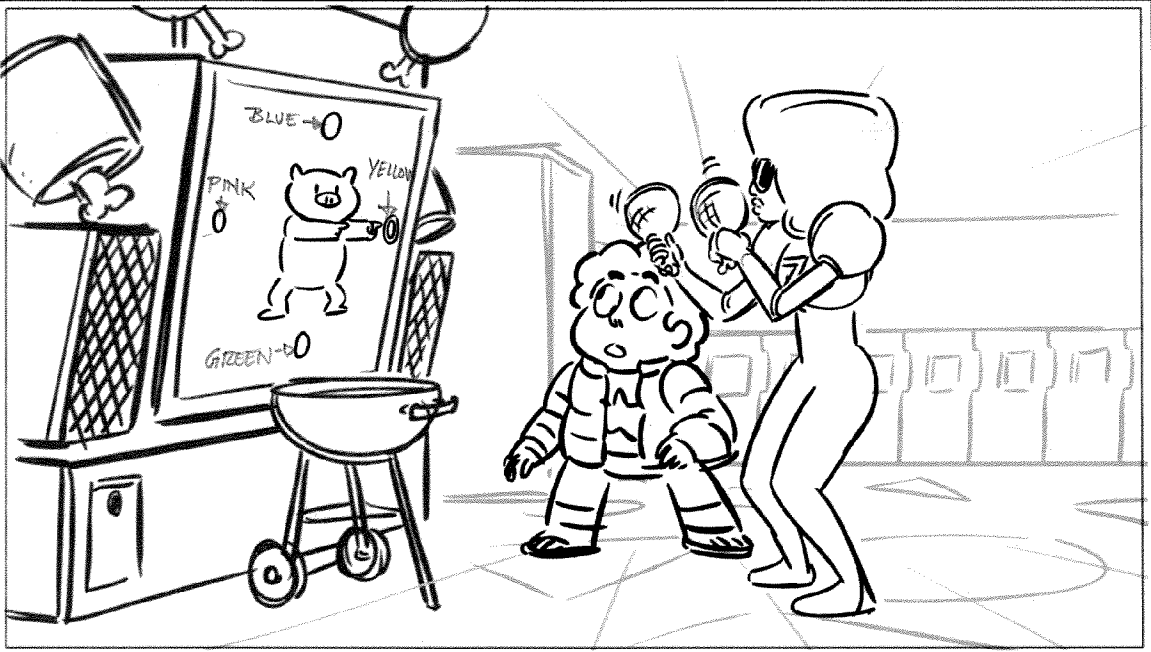


Dialog
GAME (off-screen): OH, TASTY! KEEP IT UP!

Slugging
2.11

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Scene	Panel
84	1



Dialog

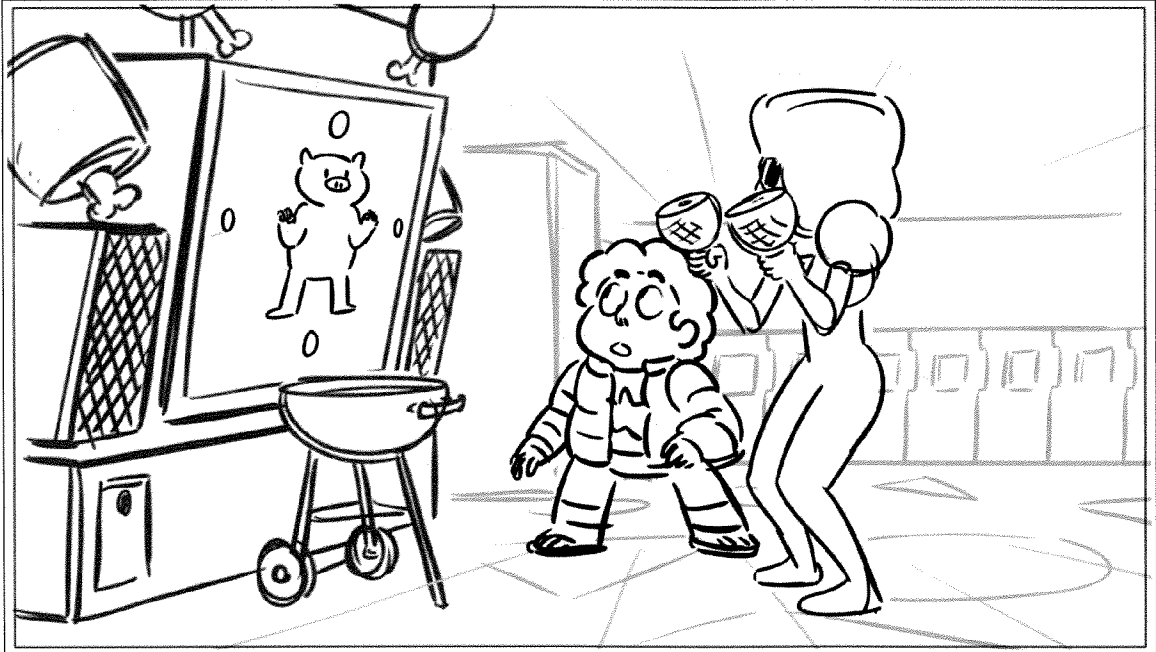
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

Slugging

Panels 1 to 16 = 6.04

Scene	Panel
84	2



Dialog

GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

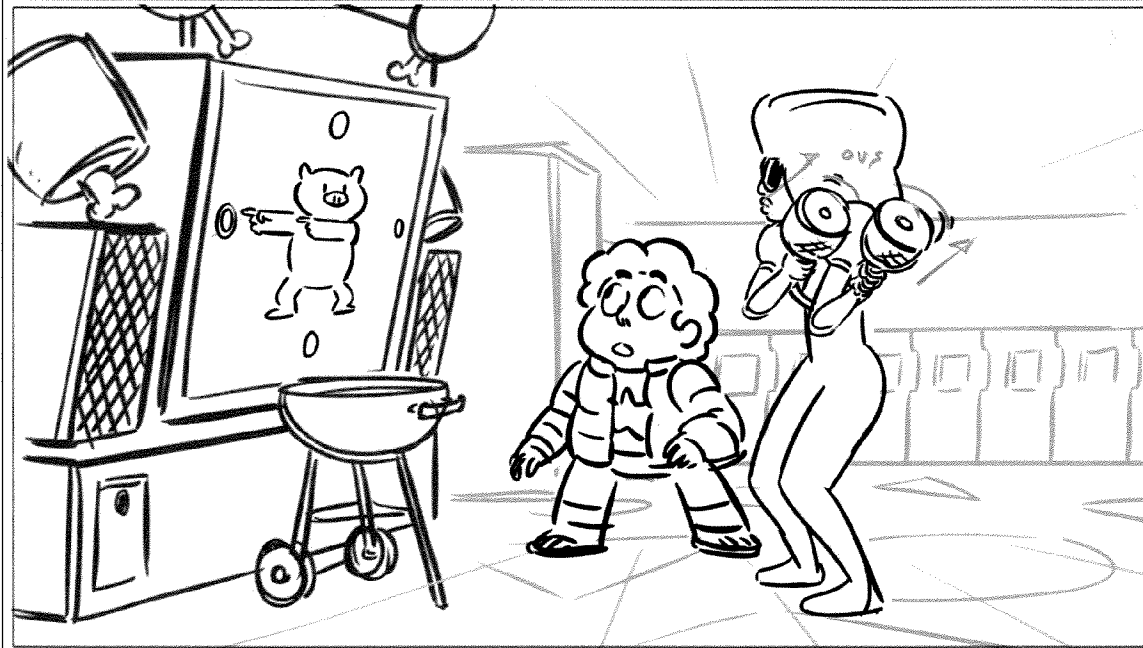
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1020.009

Scene Panel
84 *CONT* 3

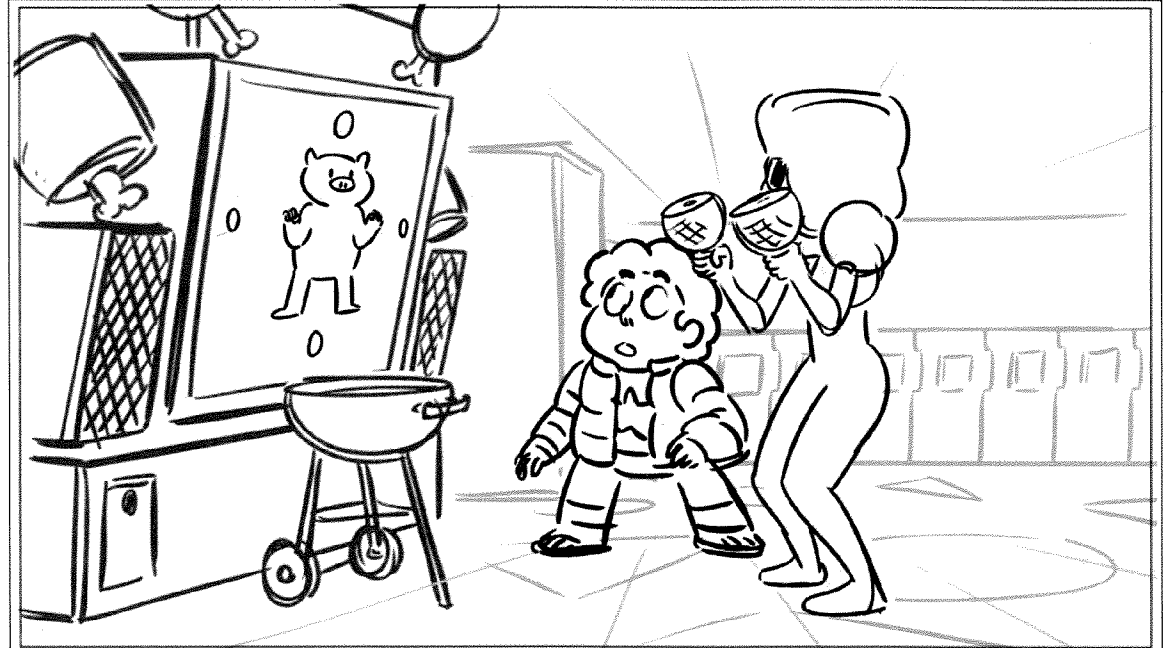


Dialog

GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

Scene Panel
84 *CONT* 4



Dialog

GAME: SHAKE IT! TENDER!

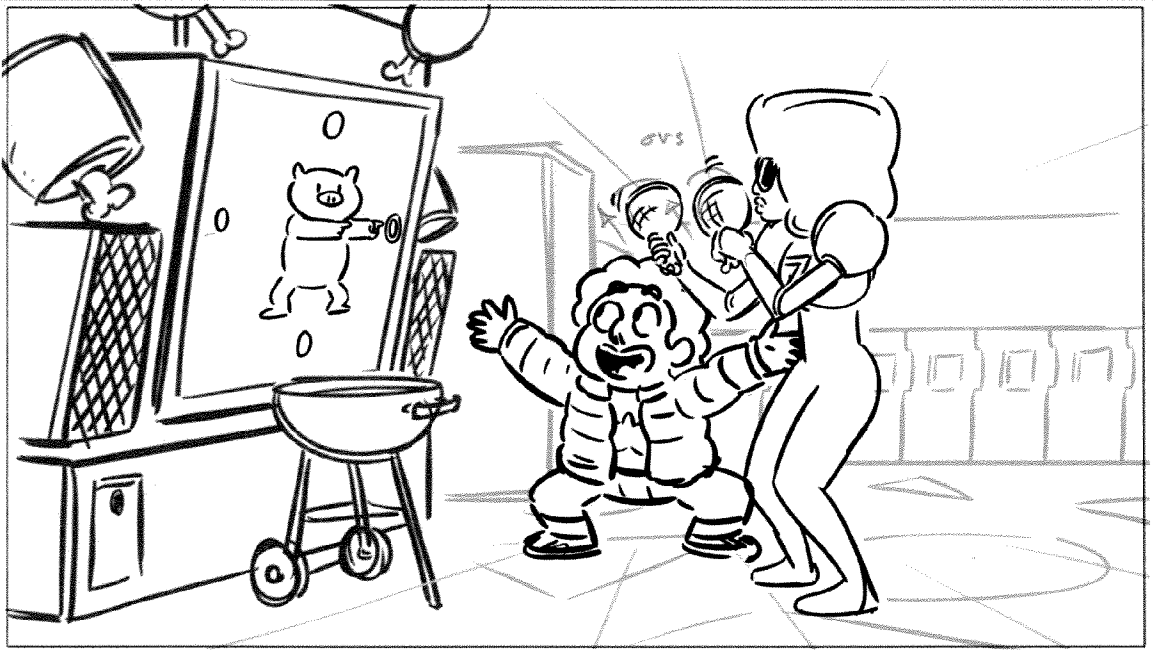
STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

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1020.009

Scene Panel
84 **ONT** 5

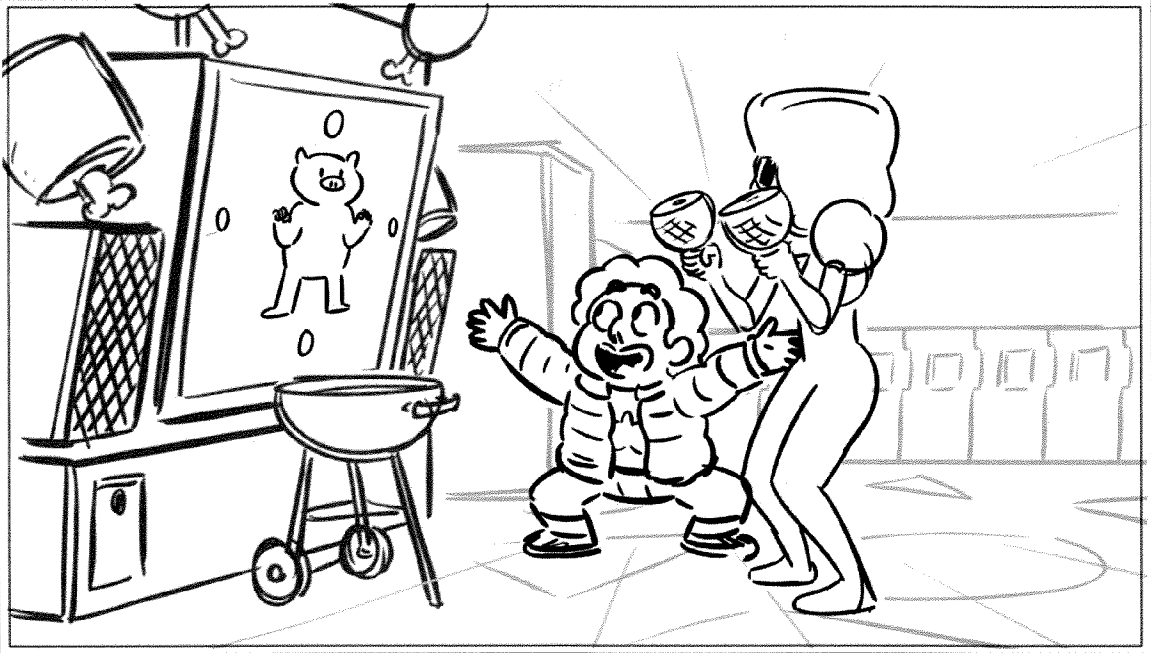


Dialog

GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHAHA!

Scene Panel
84 **ONT** 6



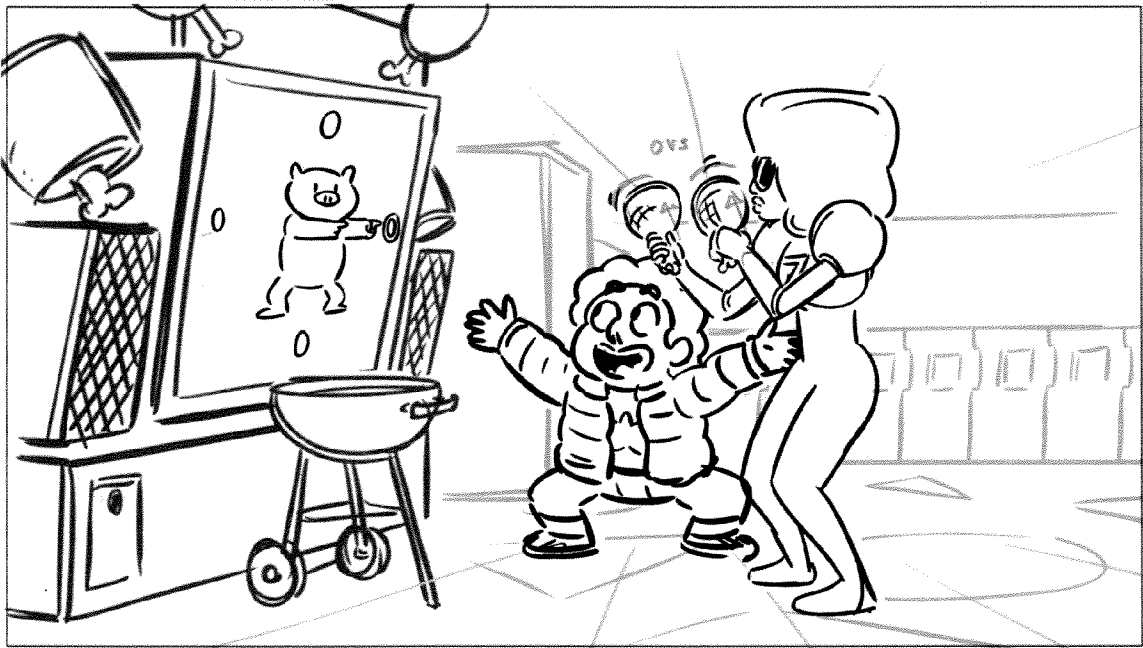
Dialog

GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHAHA!

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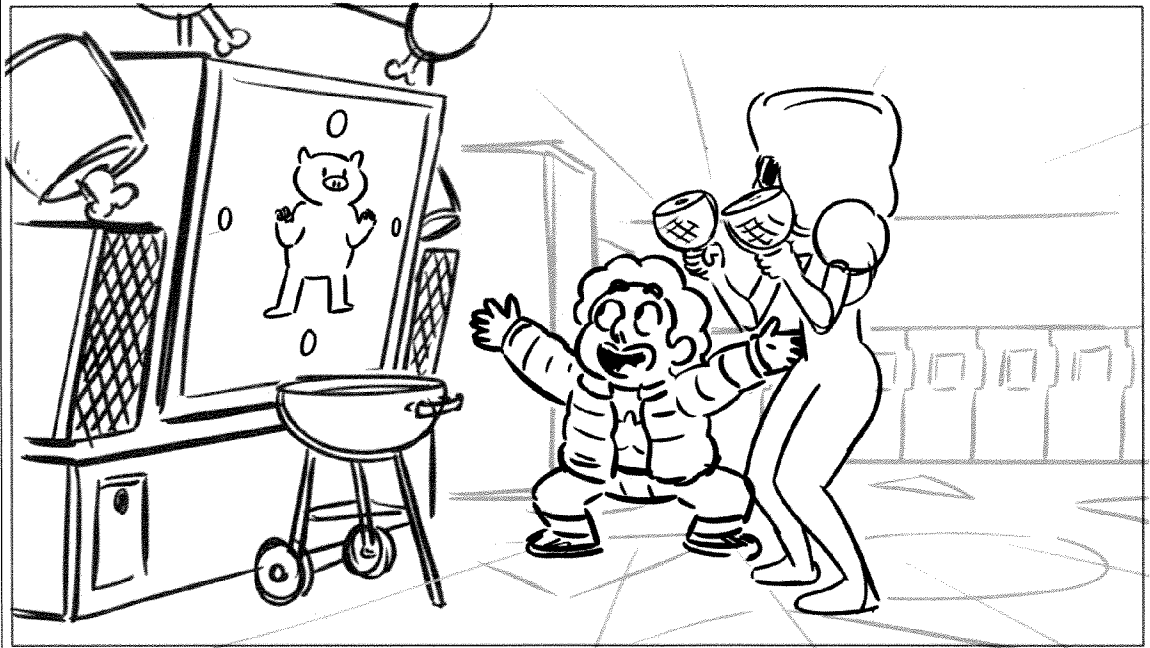
Scene 84 *cont* Panel 7



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

Scene 84 *cont* Panel 8



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

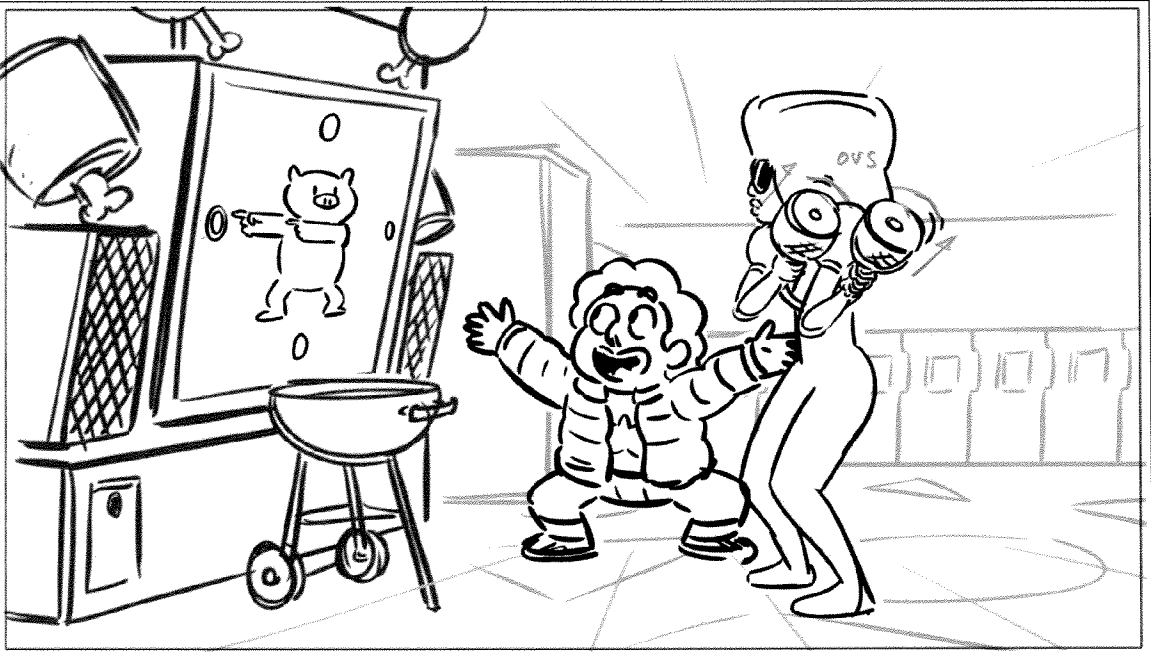
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1020-009

NO PGS 205-207

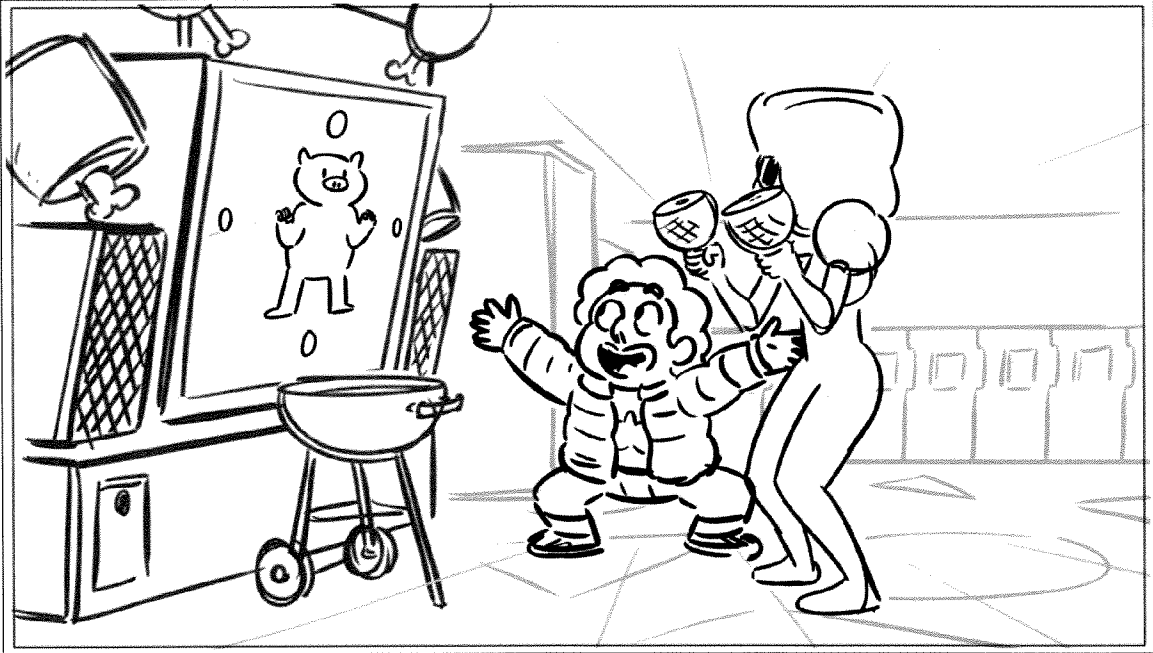
Scene 84 Panel 9



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

Scene 84 Panel 10



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!


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1020.009

1020.009

Scene	Panel
85	1




Dialog
STEVEN: WHEW!

Slugging
Panels 1 + 2 = 1.12

Notes
HU pose to previous

Scene	Panel
85	2



Dialog
STEVEN: WHEW!

Notes
HU
JUN 17 2013

1020.009

1020.009

Scene	Panel
85	3



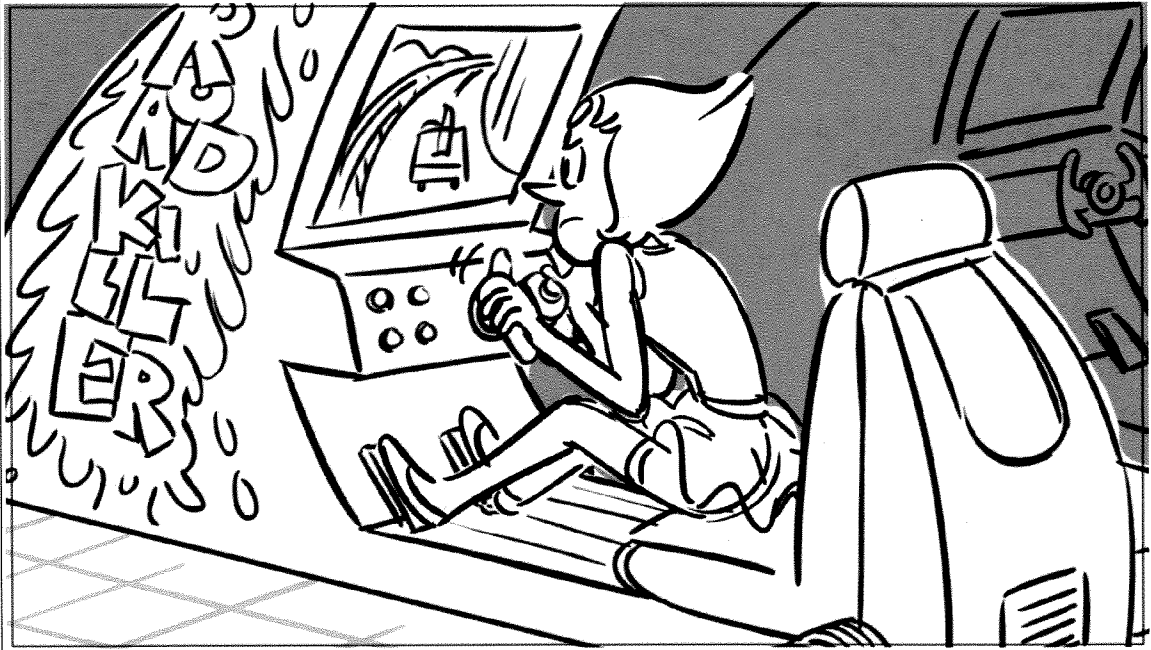
Dialog

STEVEN: I WONDER HOW THE OTHERS ARE DOING?

Slugging

2.12

Scene	Panel
86	1



Dialog

GAME: YOU'RE HORRIBLE.

Slugging

1.13

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1020.009

1020.0701

1020-009

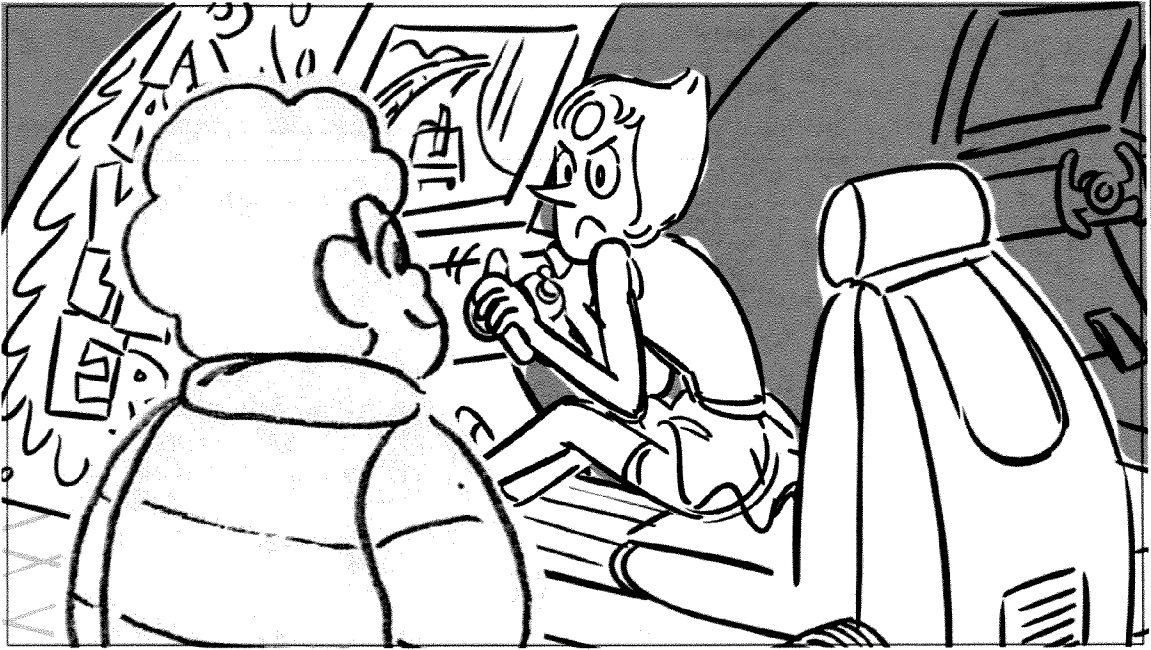
Scene	Panel
86	cont 2
<p>Dialog</p> <p>PEARL: STOP SAYING THAT!</p>	
<p>Slugging</p> <p>2.06</p>	

Scene	Panel
86	cont 3
<p>Dialog</p> <p>STEVEN: HAVING FUN?</p>	
<p>Action Notes</p> <p>STEVEN in</p>	
<p>Slugging</p> <p>1.08</p>	

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Scene	Panel
	86 <i>CONT</i> 4



Slugging
0.15

Scene	Panel
	87 1



Dialog
PEARL: WHY AM I DOING SO BADLY?!

Slugging
Panels 1 + 2 = 4.15

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1020-009

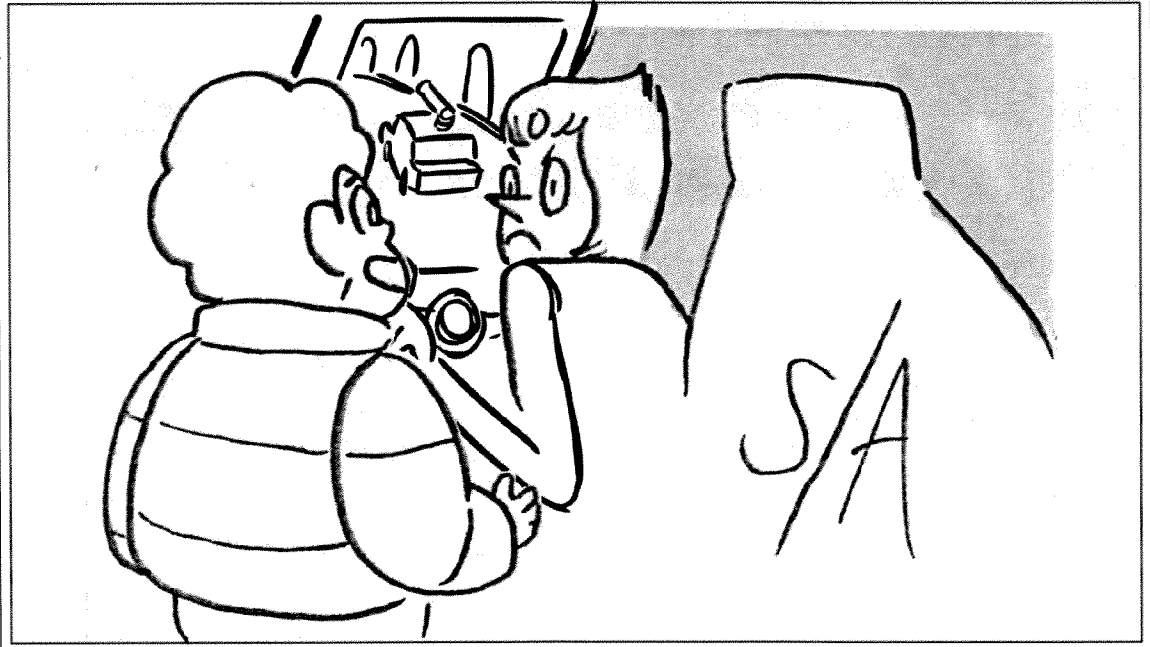
1020-0701

Scene	Panel
87	2



Dialog
PEARL: I HAVEN'T CRASHED INTO ANYTHING!

Scene	Panel
88	1



Dialog
STEVEN: YOU'RE SUPPOSED TO CRASH INTO

Slugging
Panels 1 + 2 = 4.00

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Scene	Panel
88	<i>CONT</i>
	
Dialog	
STEVEN: EVERYTHING.	

Scene	Panel
88	<i>CONT</i>
	
Dialog	
PEARL: WHAT? THAT'S HORRIBLE!	
Slugging	
2.12	
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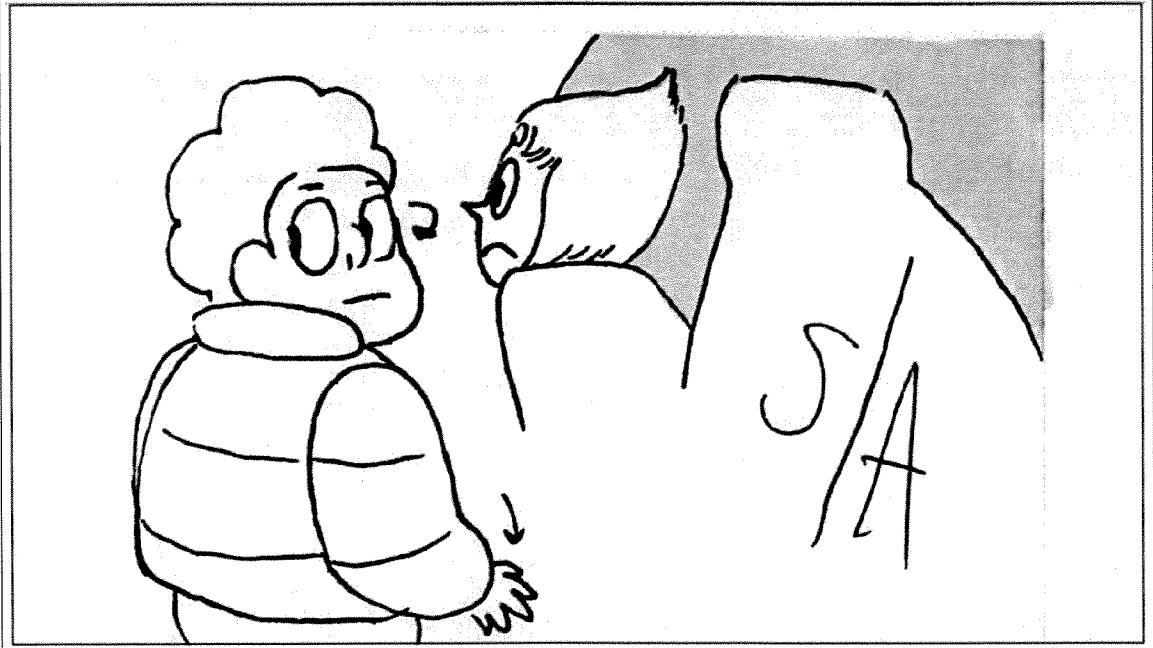
Scene	Panel
88	<i>CONT</i>
	4



Dialog
GAME: YOU'RE HORRIBLE!

Slugging
1.13

Scene	Panel
88	<i>CONT</i>
	5



Slugging
0.09

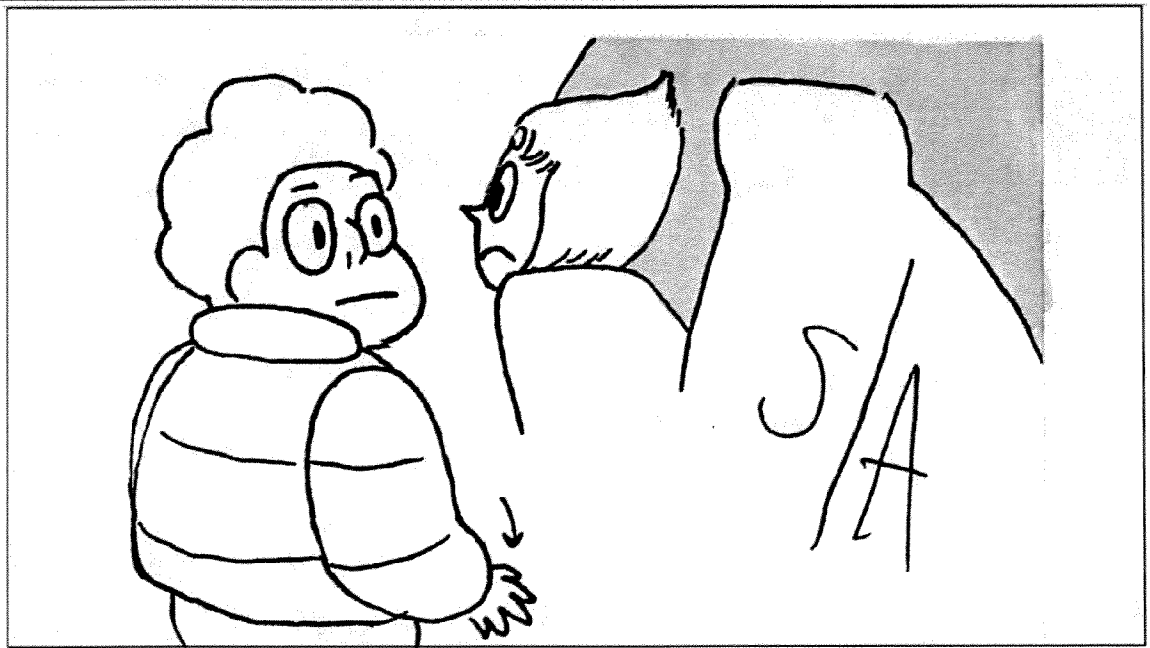
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1020-009

1020-009

1020-009

Scene	Panel	
	88	<i>CONT</i>
		6



Slugging
0.14

Scene	Panel	
	88	<i>CONT</i>
		7



Dialog
STEVEN: AMETHYST!

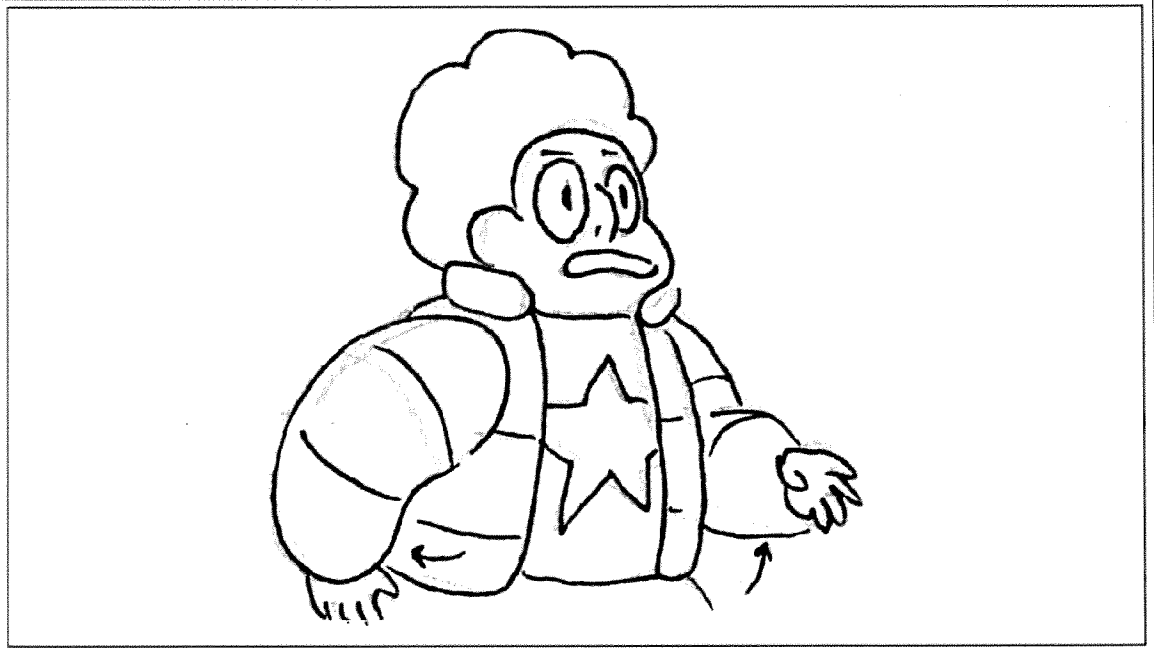
Slugging
1.06

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1020.009

Scene	Panel
88	CONT 8



Slugging
0.04

Scene	Panel
88	CONT 9



Action Notes
STEVEN out

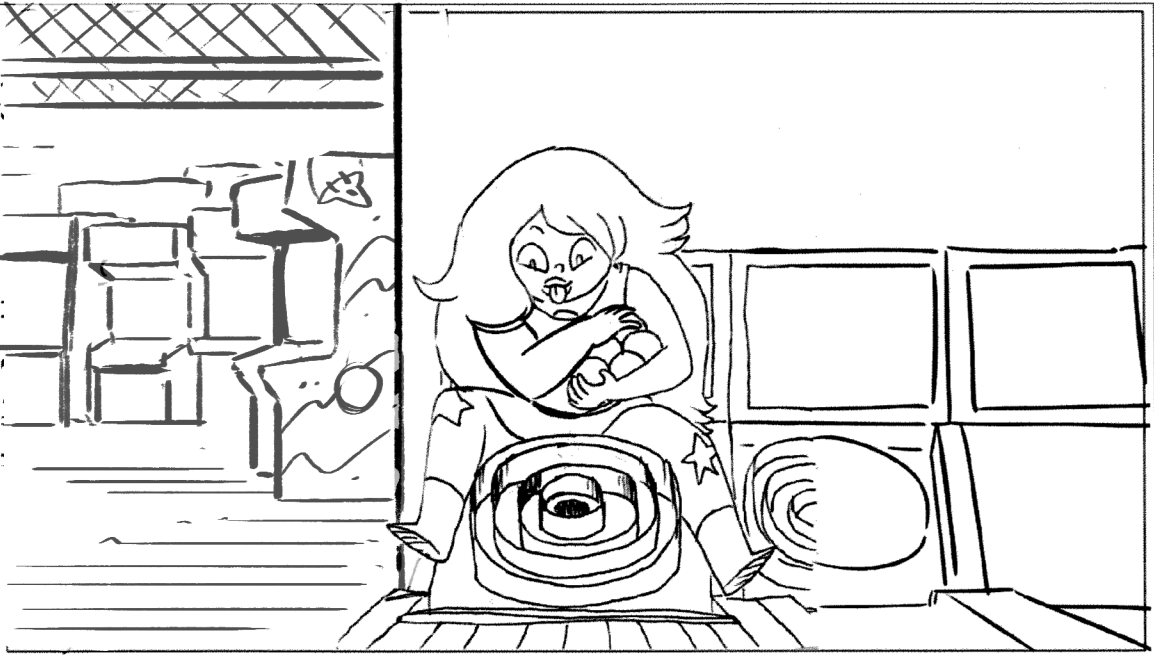
Slugging
0.12

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1020-009

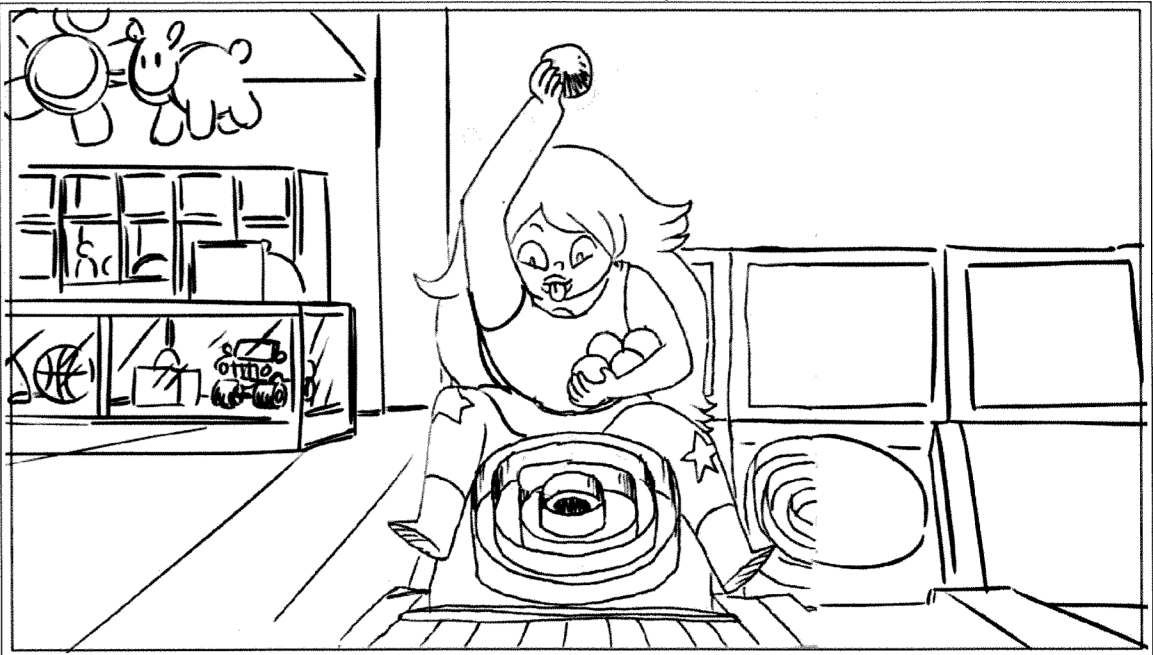
1020-009

Scene	Panel
89	1



Slugging
Panels 1 to 3 = 2.05

Scene	Panel
89	2



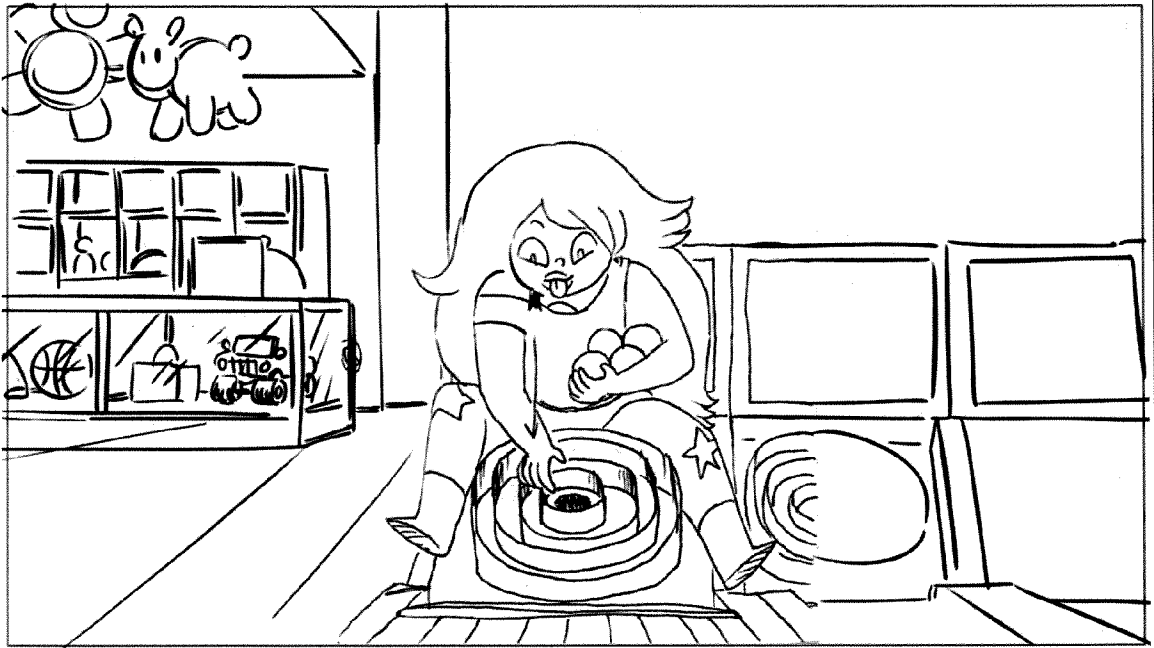
Dialog
AMETHYST: PFFBT! PFFBT! PFFBT! PFFBT! PFFBT! PFFBT!

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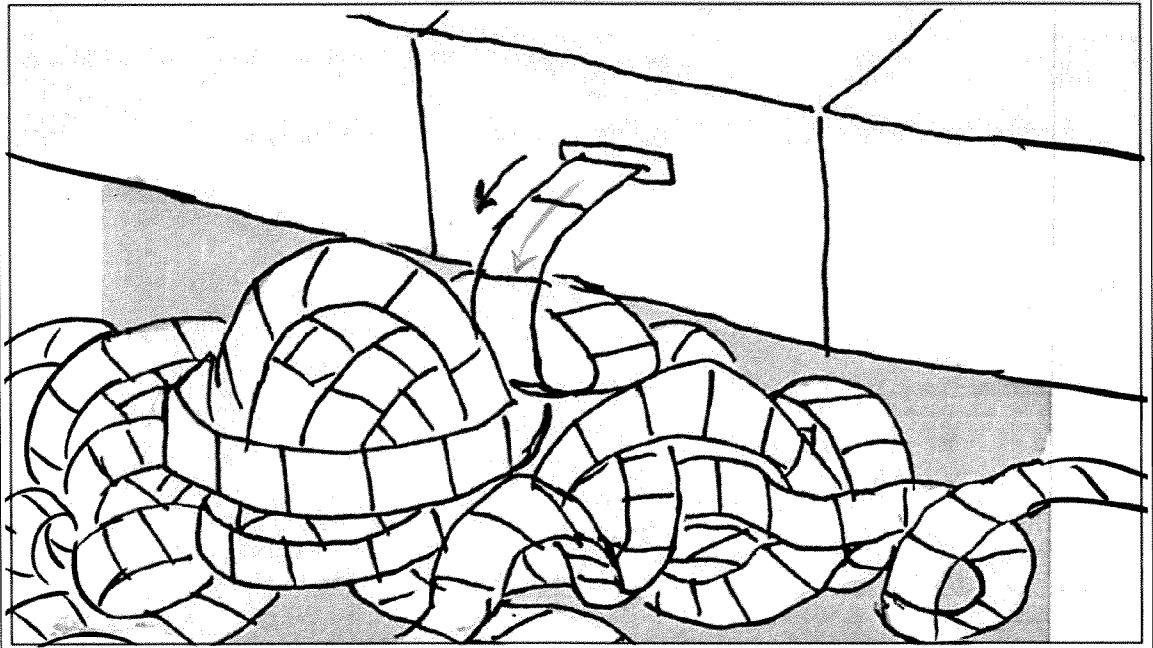
1020-009

1020-009

Scene	Panel
89	UNT
	3



Scene	Panel
90	
	1



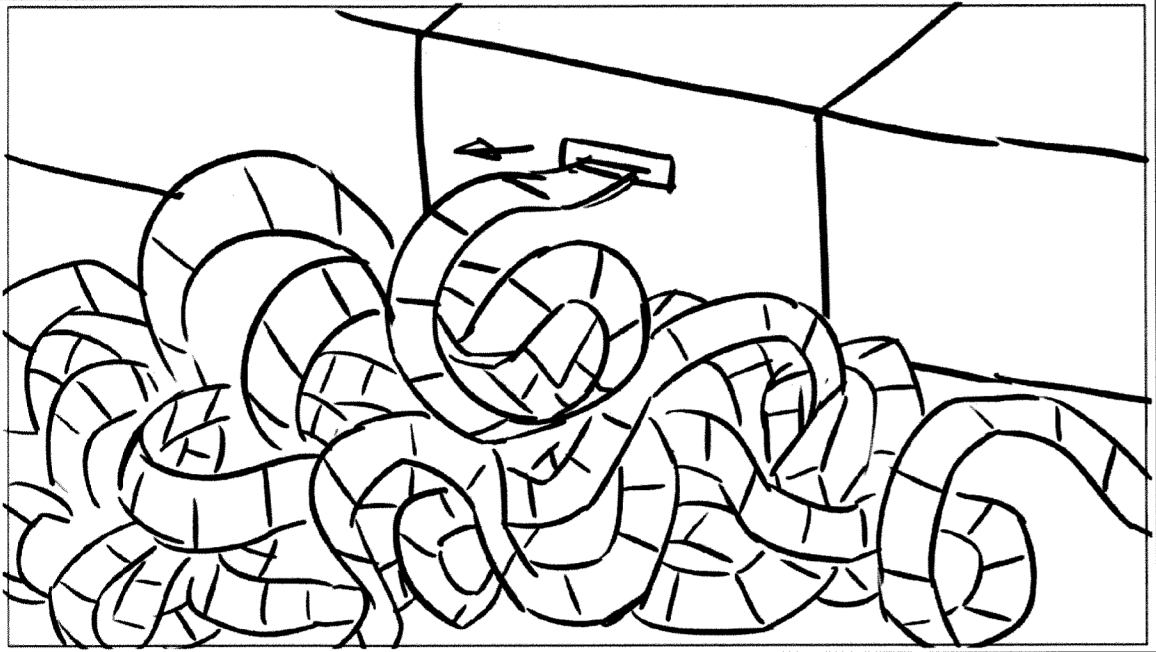
Slugging
Panels 1 + 2 = 2.04

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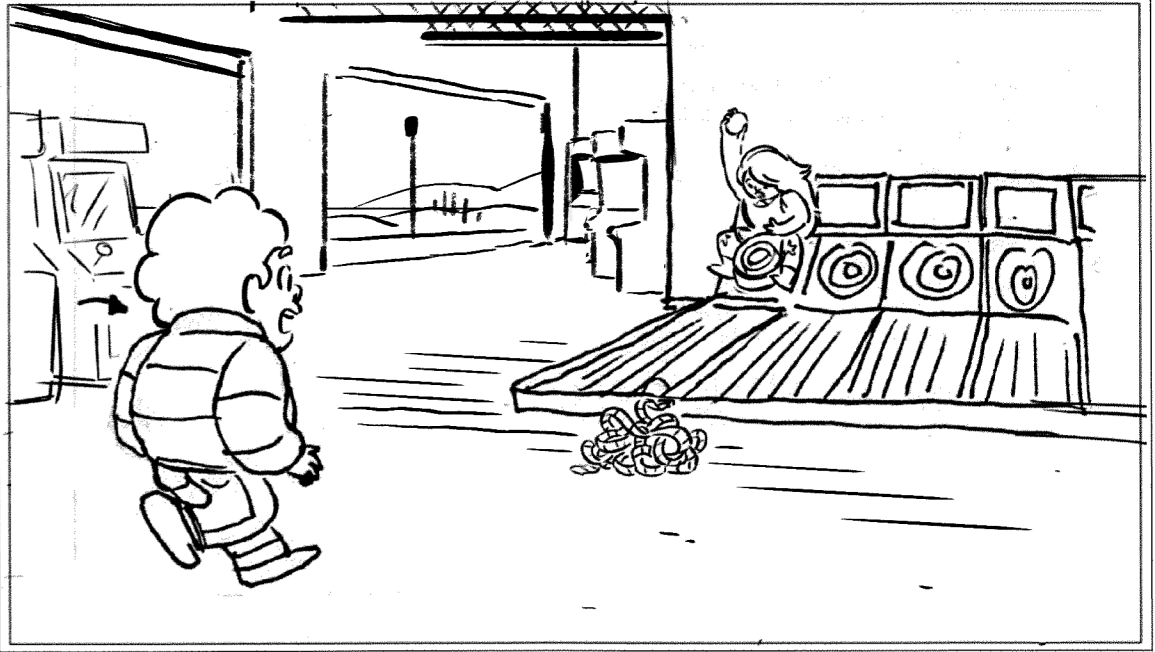
1020.009

1020.009

Scene	Panel
90	<i>CONT</i>
	2



Scene	Panel
91	
	1



Slugging
0.04

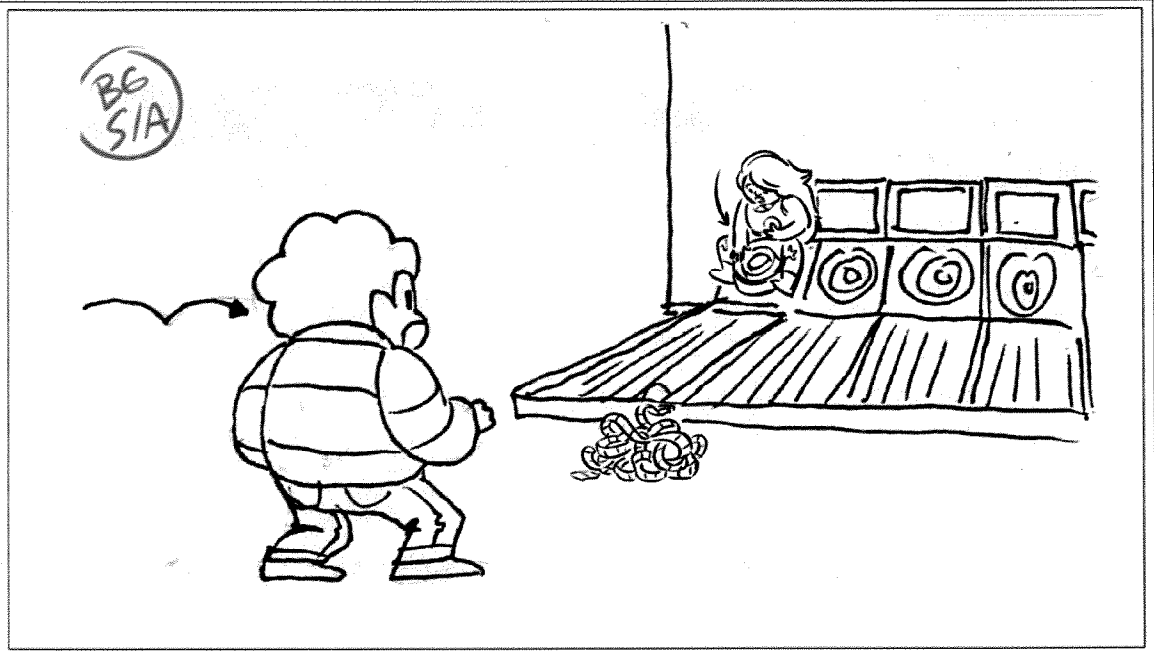
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1020.009

1020.009

1020.009

Scene	Panel
91	CONT 2



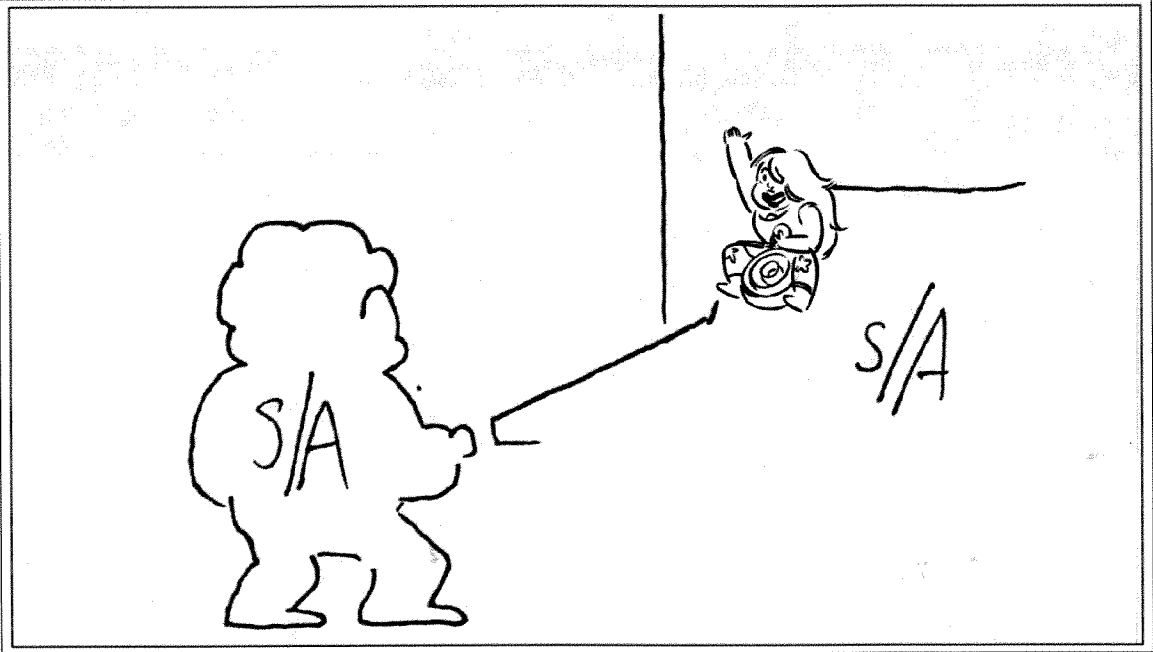
Dialog

STEVEN: WHAT ARE YOU DOING?!

Slugging

1.07

Scene	Panel
91	CONT 3



Dialog

AMETHYST: I'MA WIN AN AIRPLANE!

Slugging

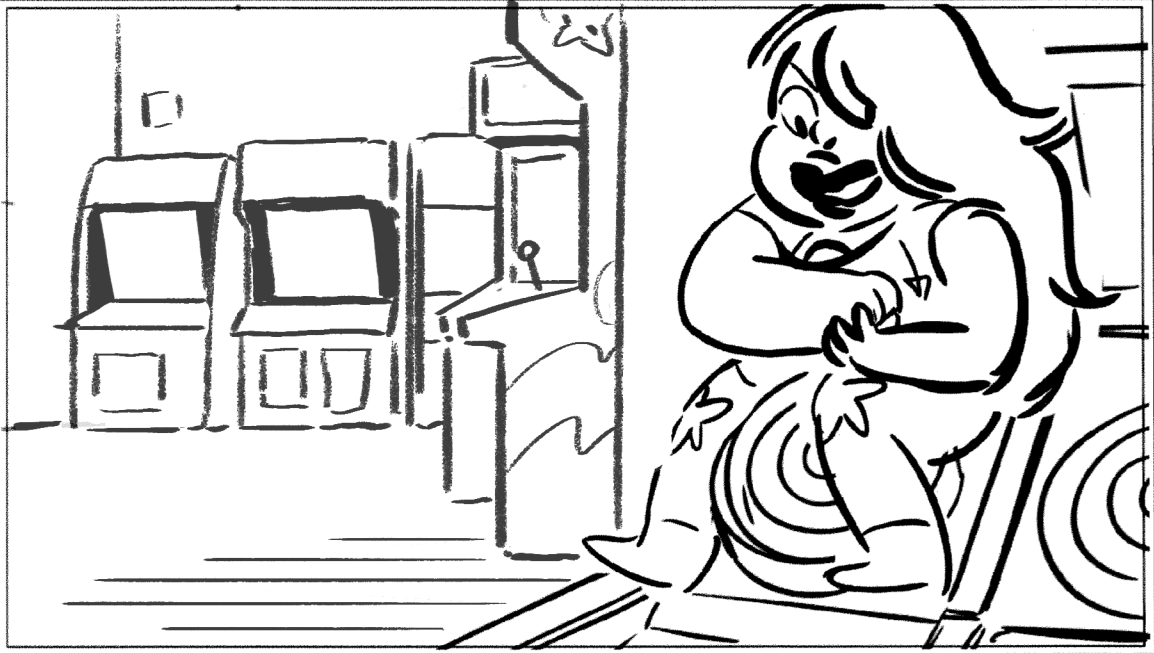
3.06

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1020.009

Scene	Panel
92	1



Action Notes

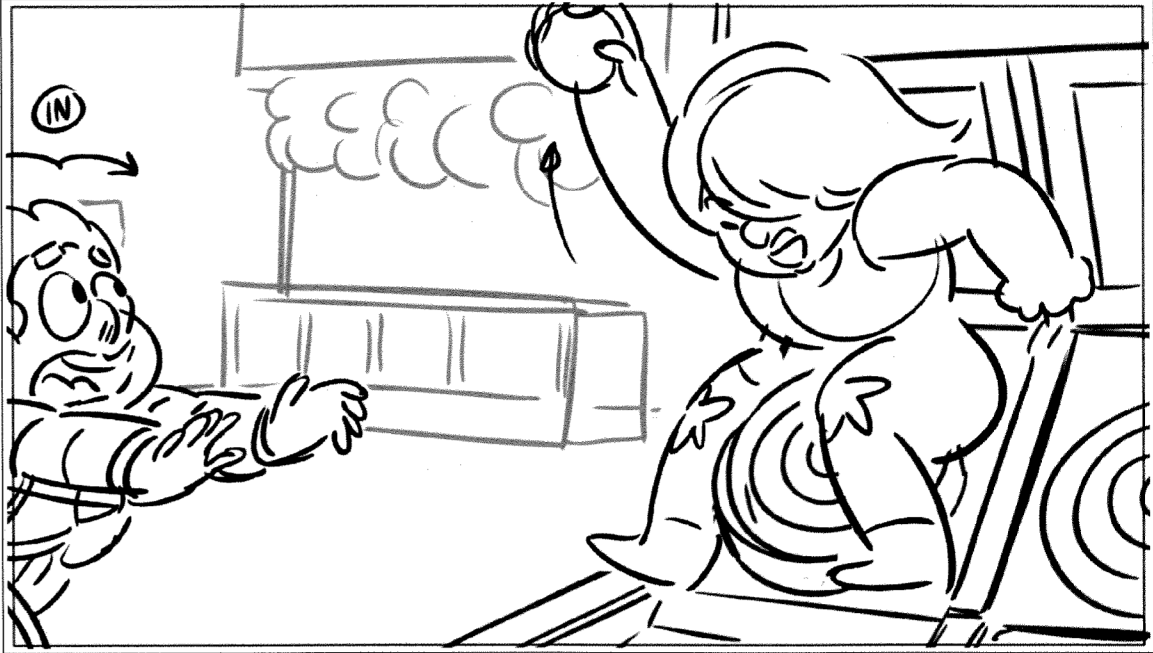
H.U. AMETHYST to previous scene

Slugging

Panels 1 + 2 = 0.11

Scene	Panel
92	2

CONT



Dialog

STEVEN: THAT'S CHEATING! YOU'RE GONNA GET US IN SO MUCH---

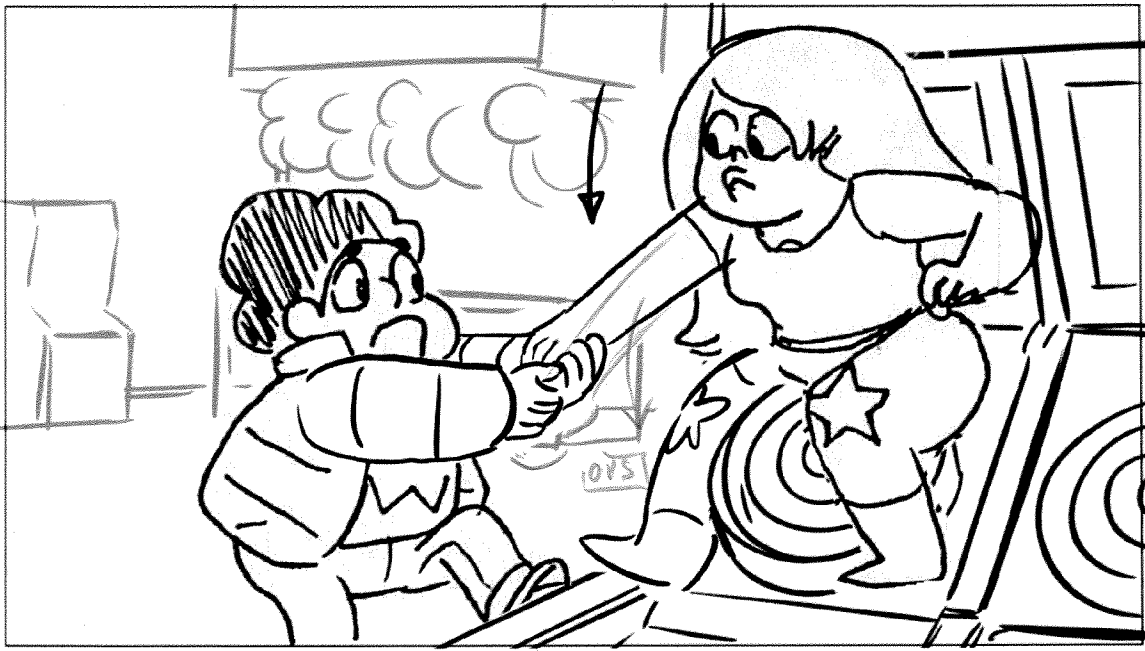
Action Notes

Steven IN screen left.

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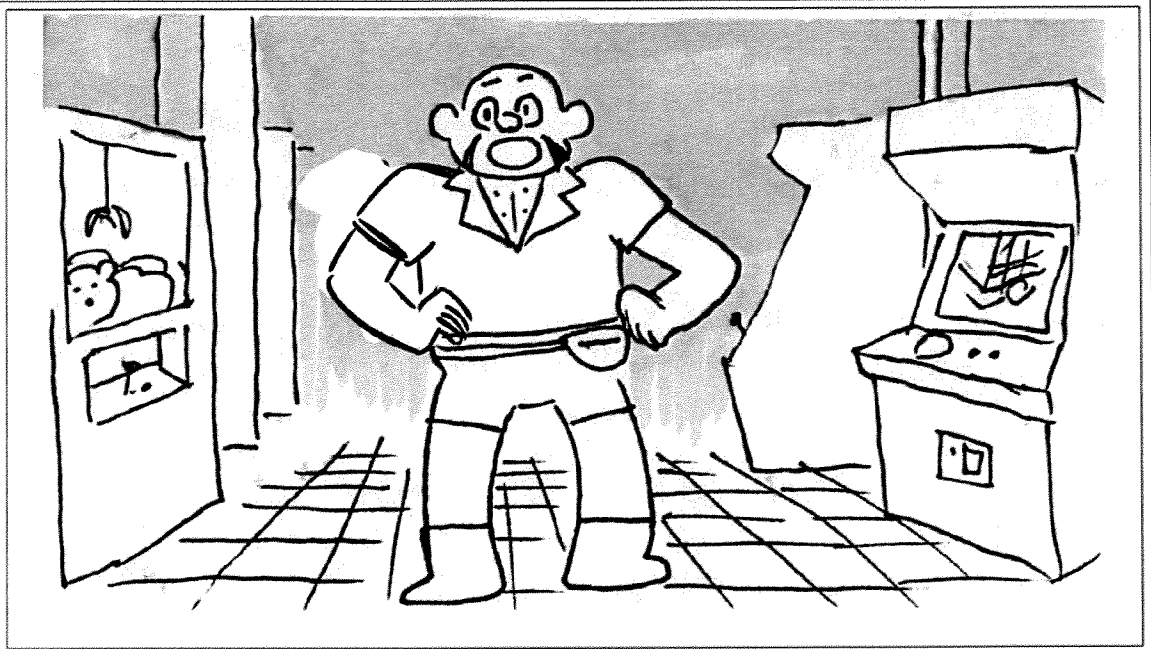
Scene	Panel	
	92	<i>CONT</i> 3
		
<p>Dialog</p> <p>STEVEN: THAT'S CHEATING! YOU'RE GONNA GET US IN SO MUCH---</p>		
<p>Slugging</p> <p>3.09</p>		

Scene	Panel	
	92	<i>CONT</i> 4
		
<p>Dialog</p> <p>MR. SMILEY: HEY!</p>		
<p>Slugging</p> <p>0.12</p> <p>JUN 17 2013</p>		

1020.009

1020.009

Scene	Panel
93	1



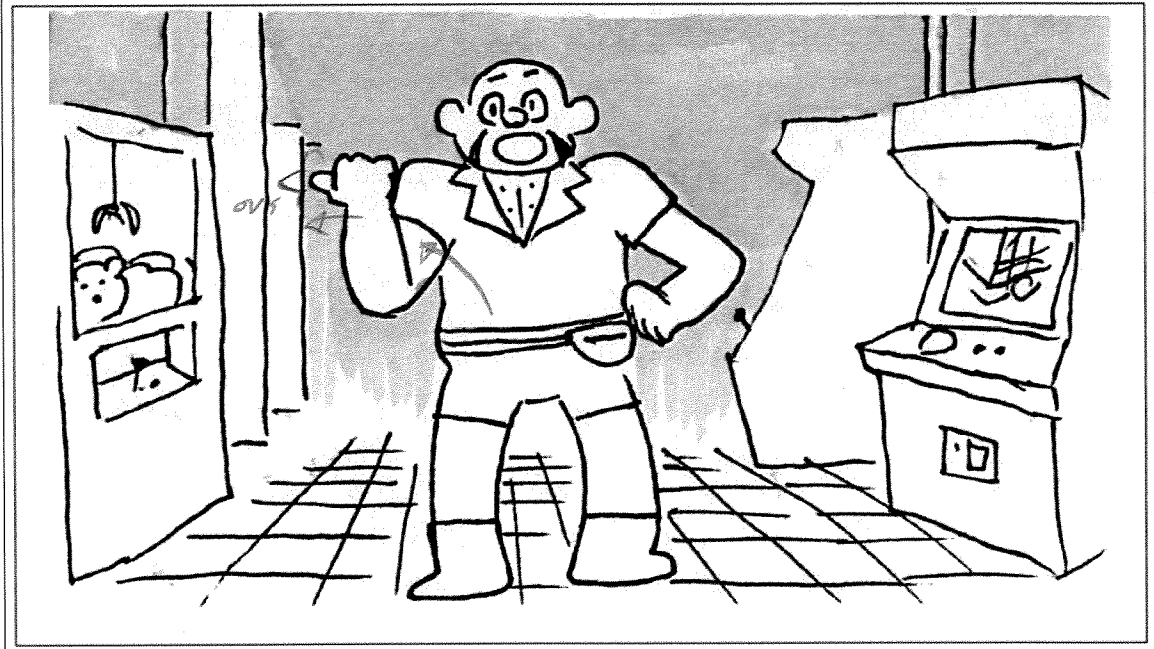
Dialog

MR. SMILEY: DO YOU GUYS KNOW WHAT HAPPENED TO

Slugging

Panels 1 + 2 = 3.09

Scene	Panel
93	2



Dialog

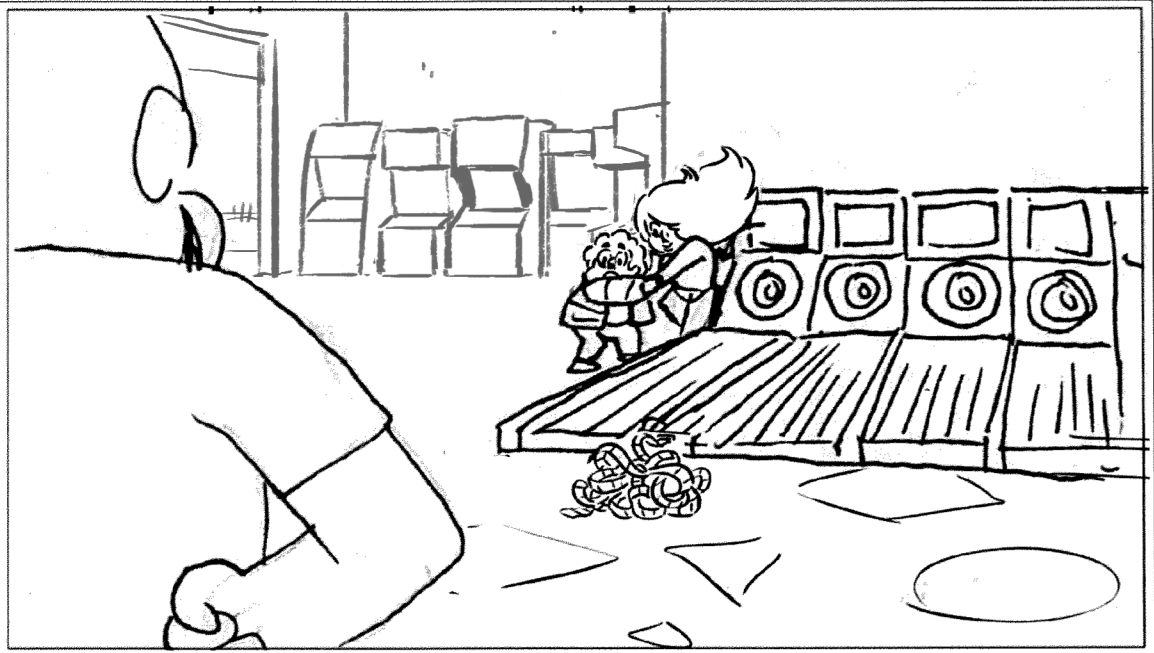
MR. SMILEY: TEENS OF RAGE?

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1020.009

1020.009

Scene	Panel
94	1



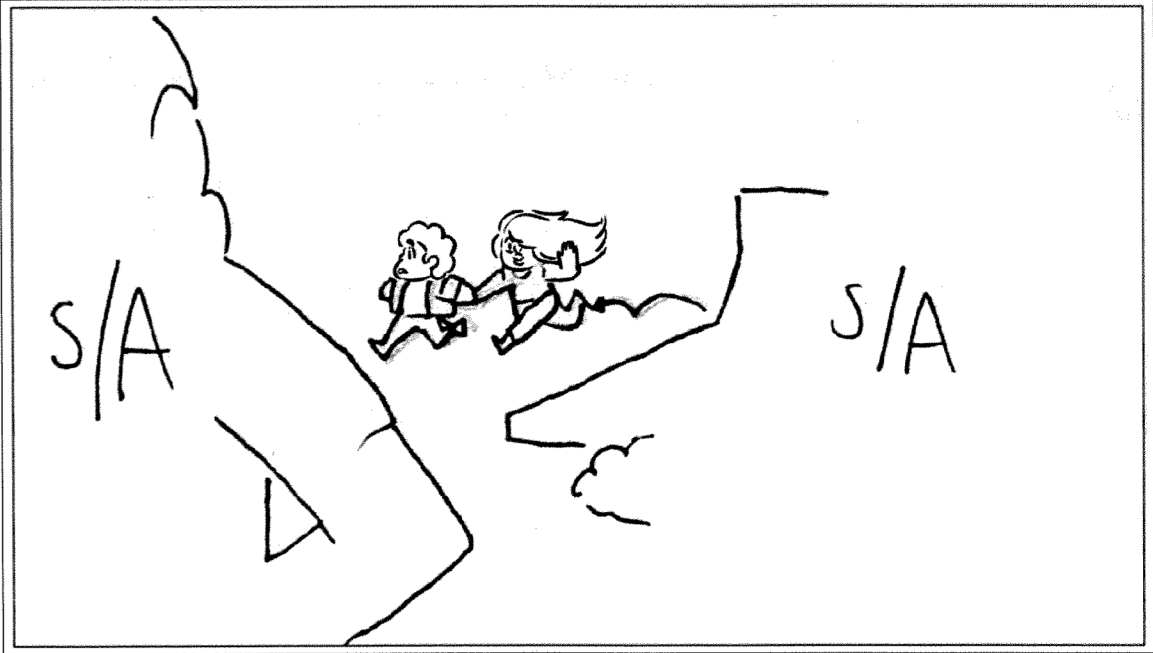
Dialog

STEVEN: LET'S RUN!

Slugging

2.06

Scene	Panel
94	2



Dialog

AMETHYST: THIS PLACE IS FUN!

Slugging

2.04

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1020.009

Scene	Panel
95	1

Dialog

STEVEN: (*RUNNING) PEARL, WE'RE LEAVING!

Action Notes

BG PAN on trees in GAME SCREEN

Slugging

2.13

Scene	Panel
95	2

Dialog

PEARL: GOOD!

Slugging

1.07

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Scene	Panel
95	<i>cont</i>
	3



Slugging
0.04

Scene	Panel
95	<i>cont</i>
	4



Slugging
0.06

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1020.009

1020.009

Scene	Panel
95	<i>CONT</i> 5



Slugging
0.04

Scene	Panel
95	<i>CONT</i> 6



Slugging
0.04

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1020.009

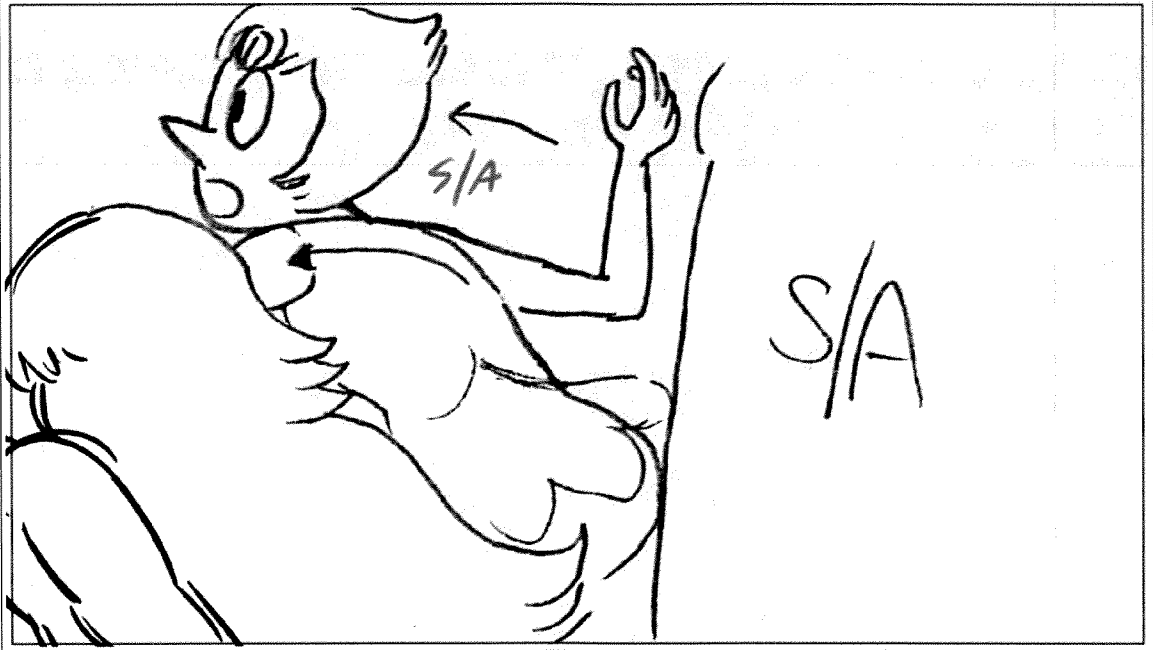
1020.009

Scene 95 Panel 7



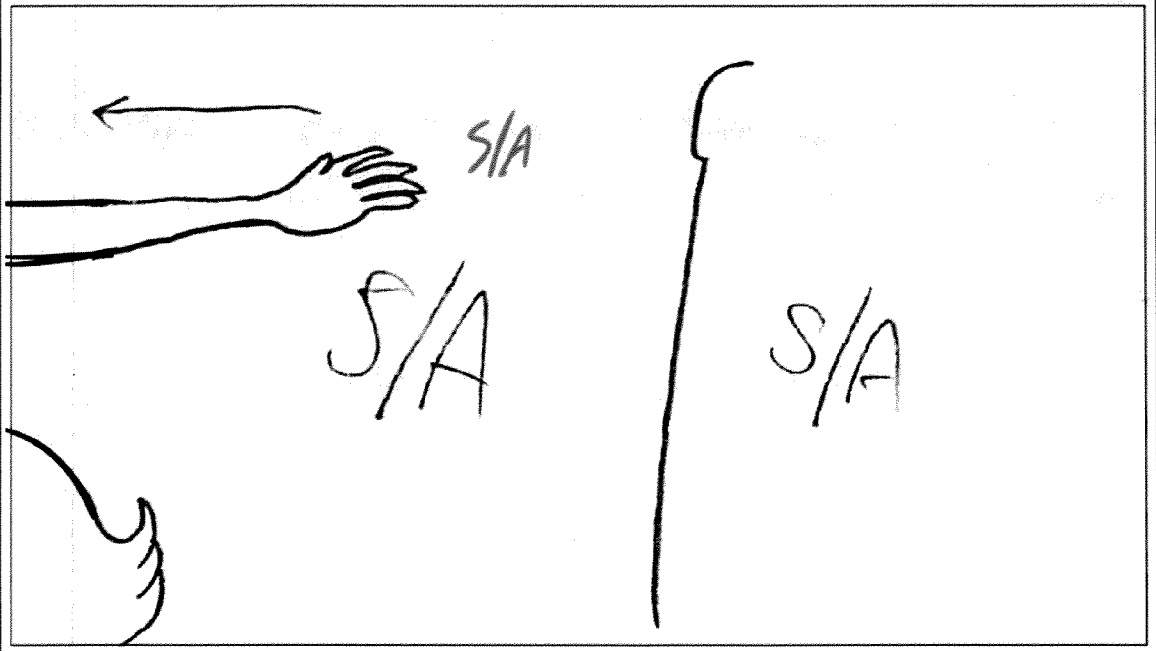
Slugging
0.04


Scene 95 Panel 8



Slugging
0.04

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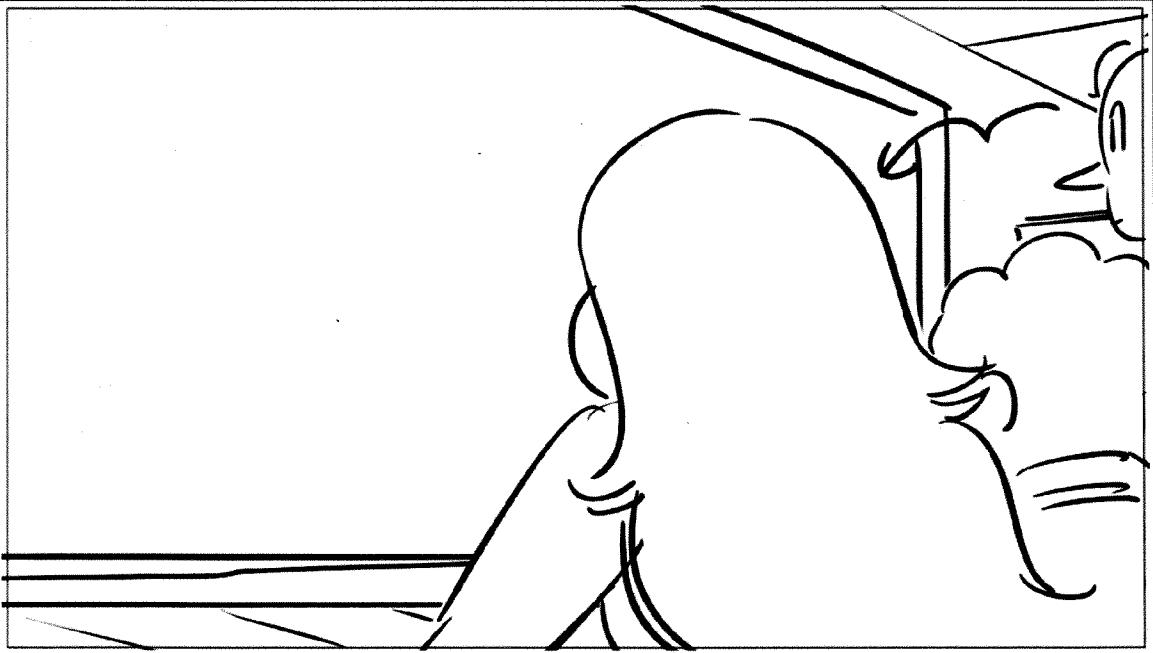
Scene	Panel
95	9
<i>CONT</i>	
	
Slugging 0.04	

Scene	Panel
95	10
<i>CONT</i>	
	
Dialog GAME: YOU'RE FANTASTIC!	
Action Notes ff JUN 17 2013	
Slugging 2.15	

1020.009

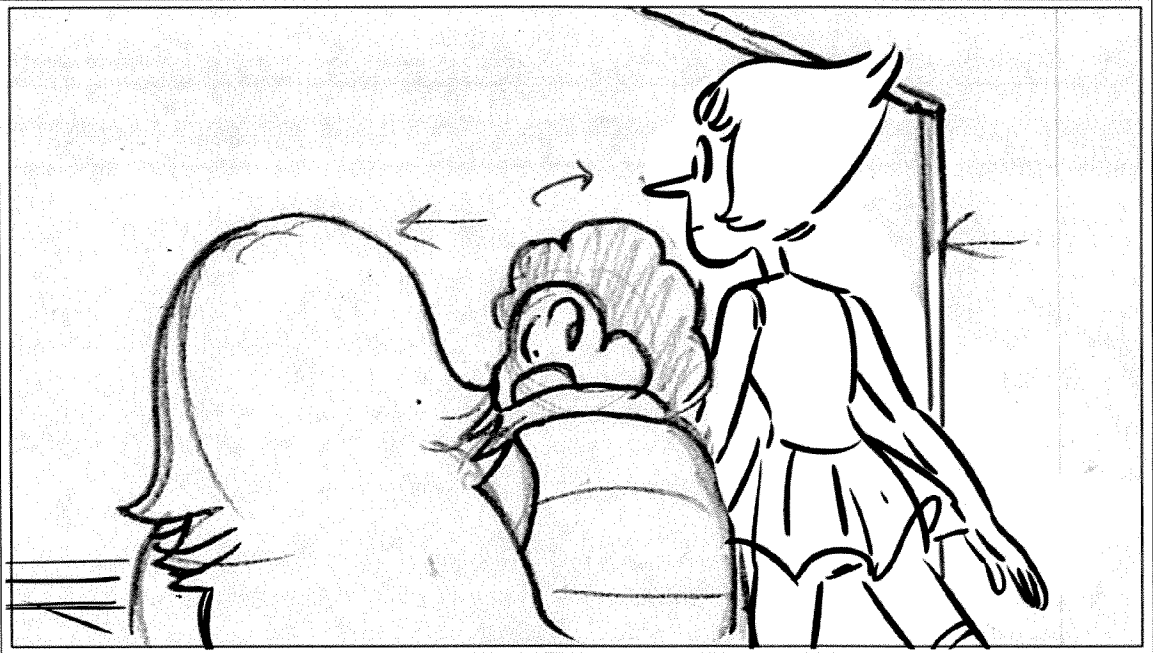
1020.009

Scene	Panel
96	1



Slugging
Panels 1 + 2 = 3.06

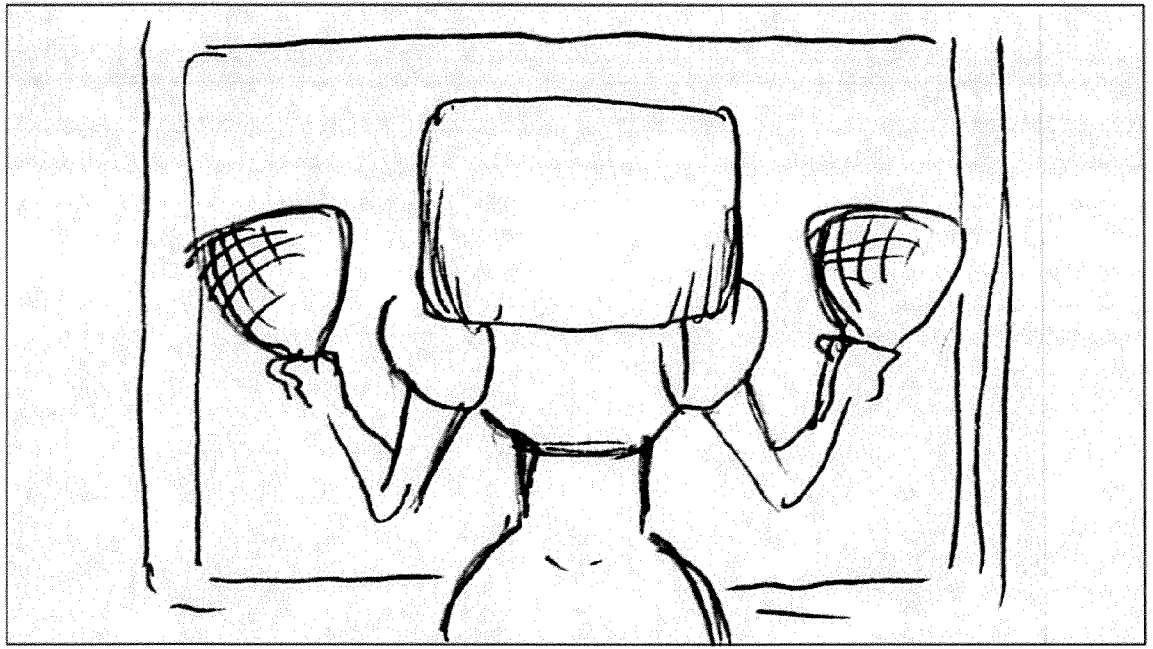
Scene	Panel
96	<i>CONT</i> 2



Dialog
STEVEN: GARNET, WE'RE LEAVING!

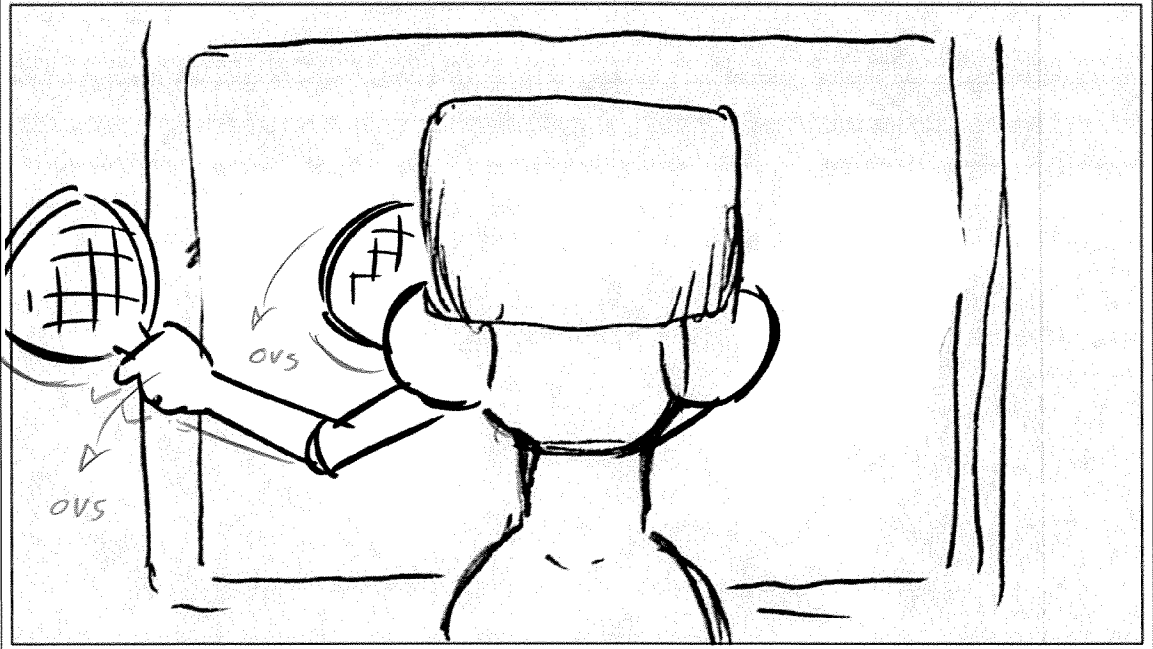
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Scene	Panel
97	1



Slugging
1 to 7 = 1.00

Scene	Panel
97	2

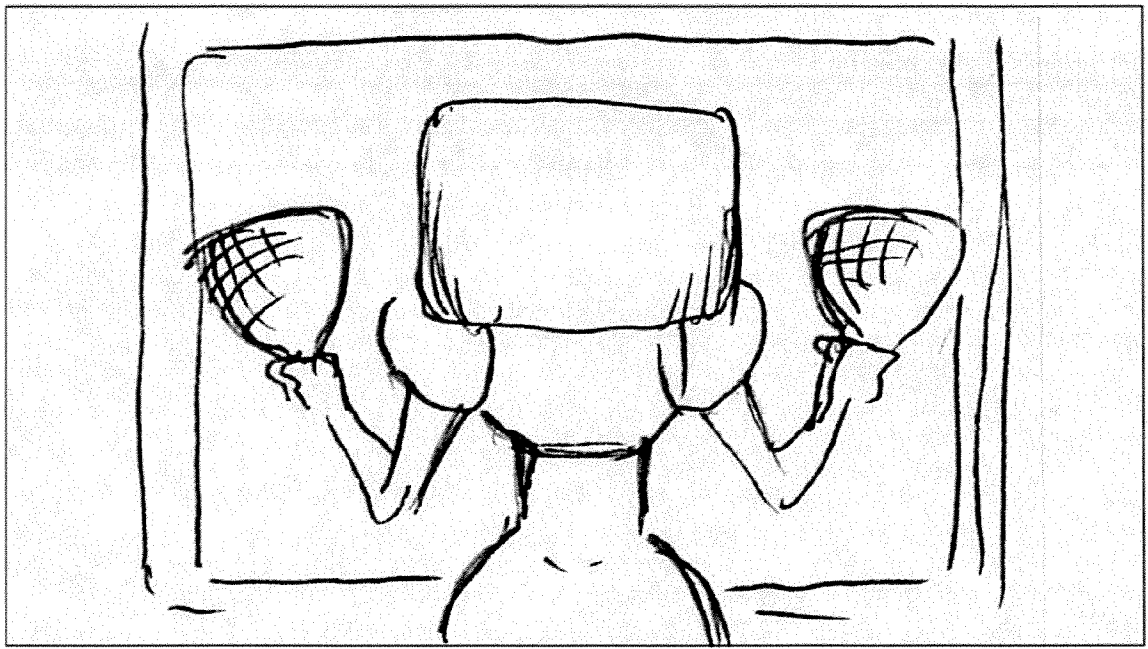


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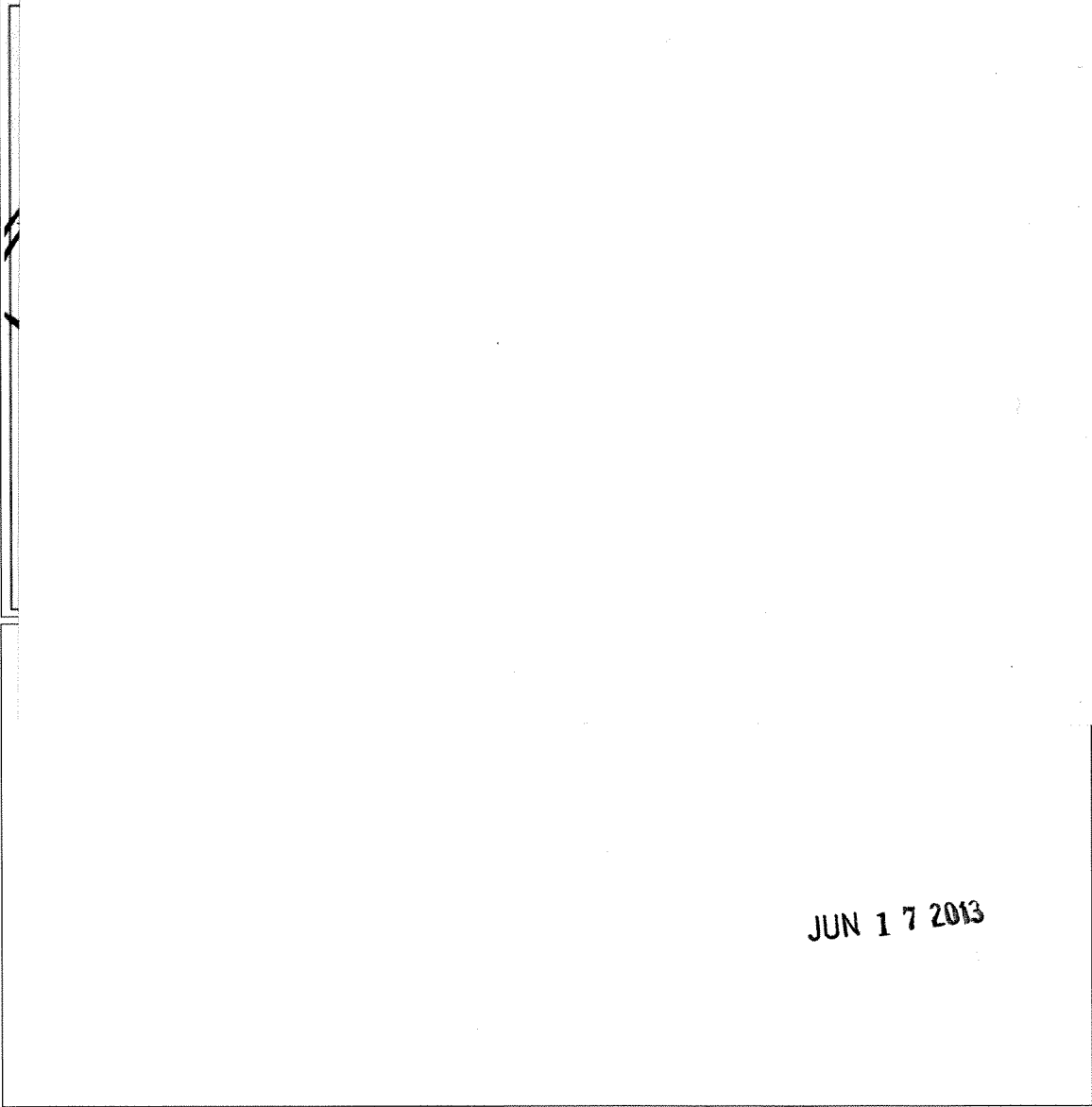
1020.009

1020.009

Scene	Panel
97	CONT 3



Scene	Panel

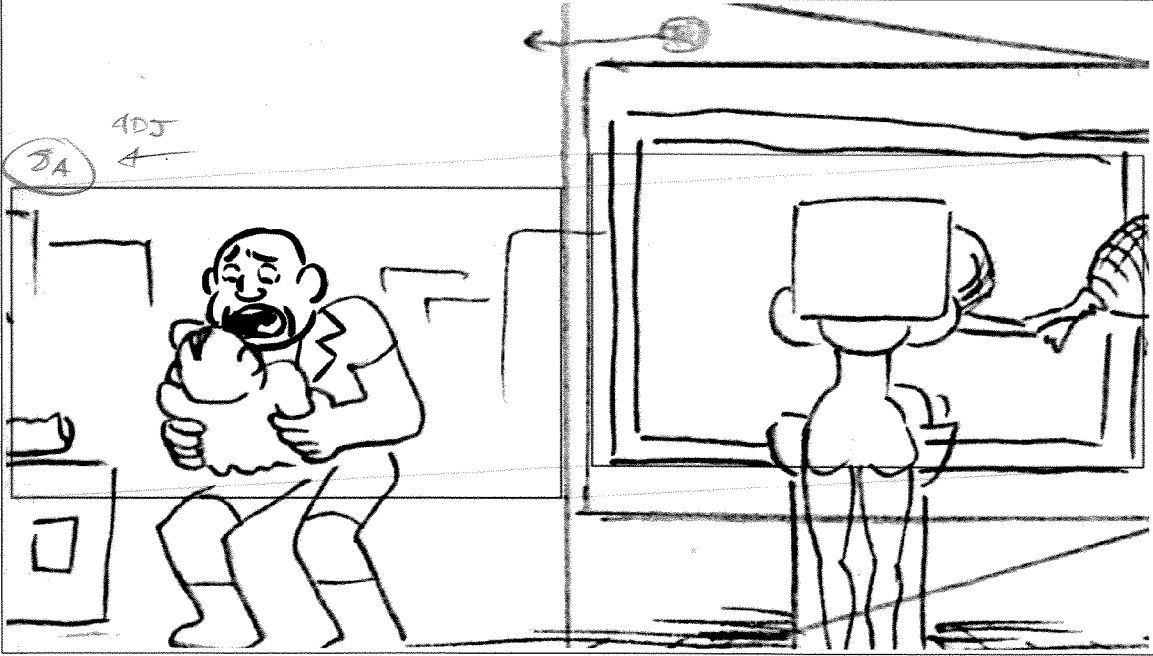


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1020.009

1020.009

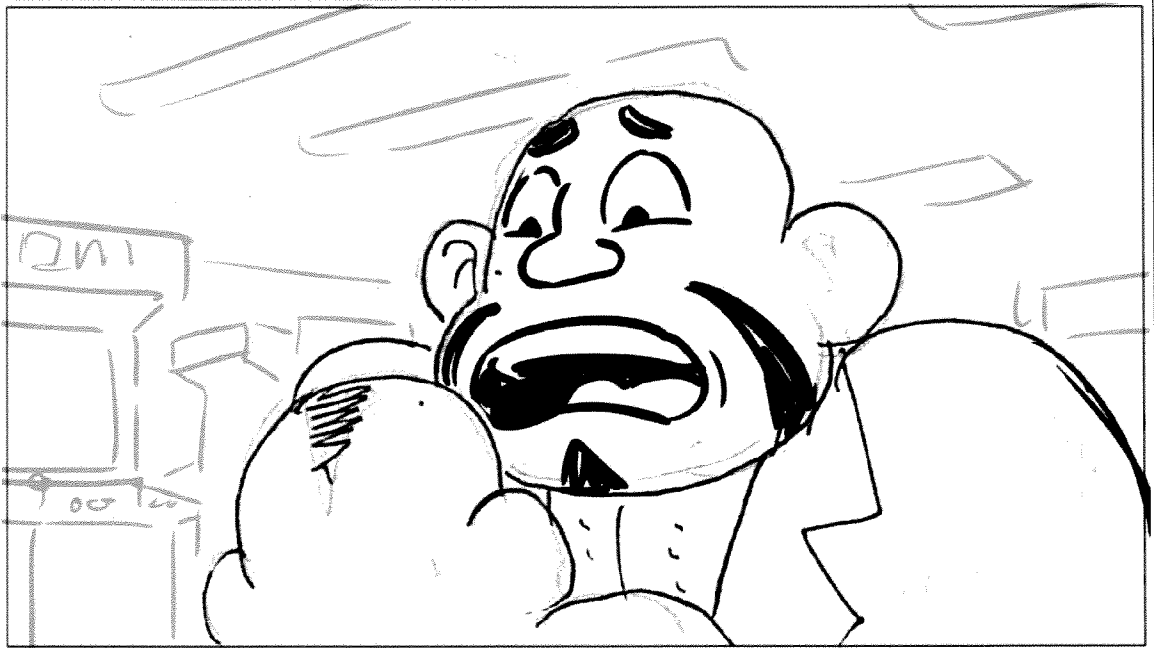
Scene	Panel

Scene	Panel
	97 <i>cont</i> 8
	
<p>Dialog</p> <p>MR. SMILEY: WHAT HAPPENED TO PUNCH BUDDY?!</p>	
<p>Slugging</p> <p>ADJ: 0.09</p> <p>Then HOLD: 2.08</p> <p>JUN 17 2013</p>	

1020.009

1020.009

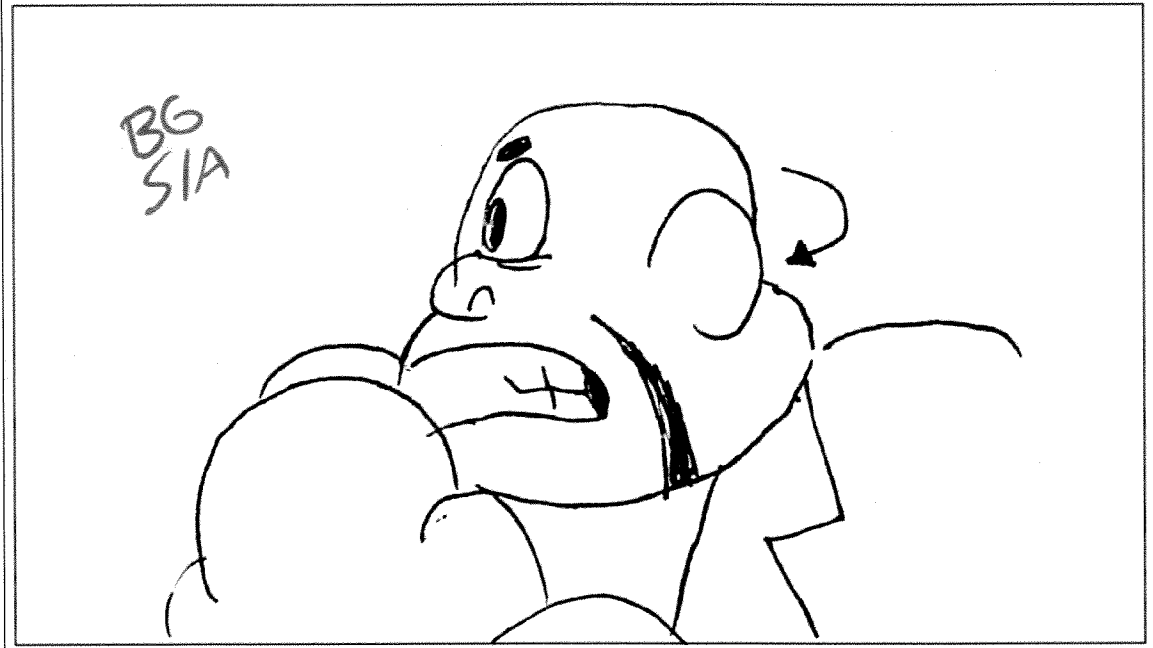
Scene	Panel
97	9



Dialog
MR. SMILEY: WHO DID THIS TO YOU?!

Slugging
2.07

Scene	Panel
97	10



Slugging
0.09

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1020.009

1020.009

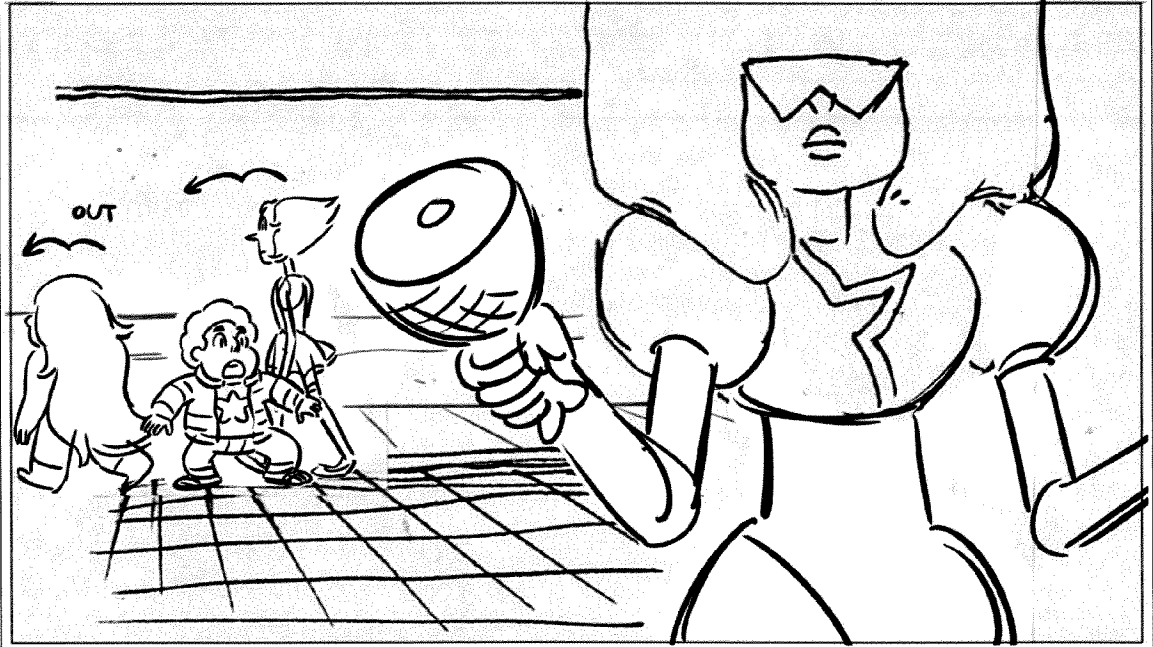
1020.009

Scene	Panel	
	97	OUT 11



Slugging
0.15

Scene	Panel	
	98	1



Dialog
STEVEN: AH!

Slugging
Panels 1 + 2 = 1.02

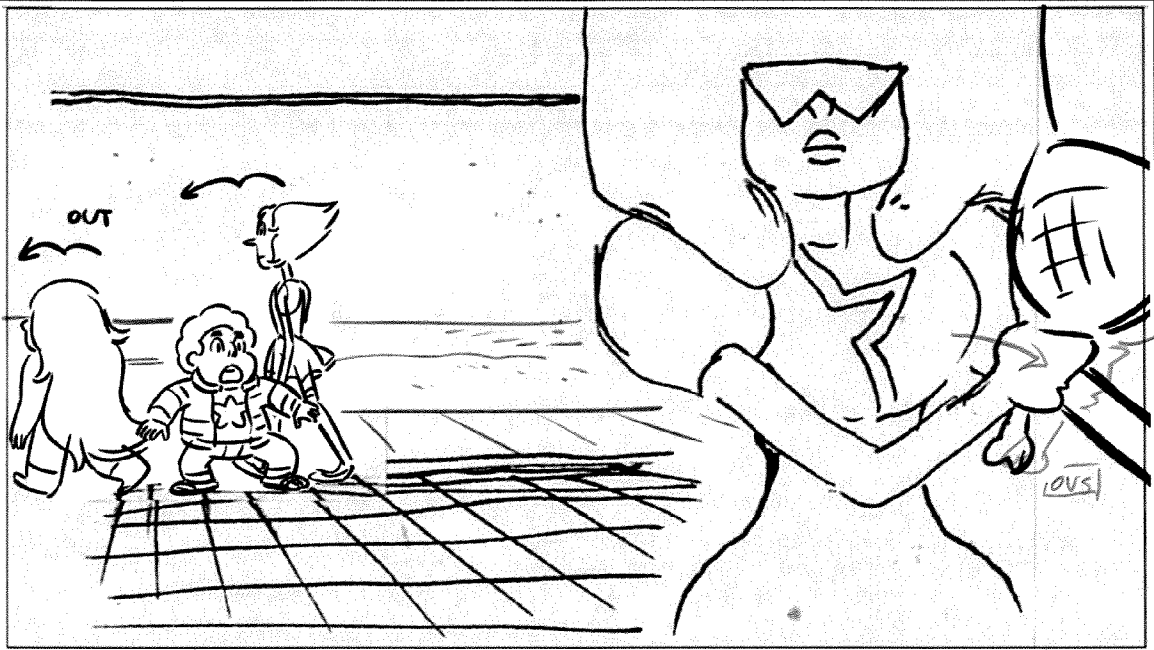
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1020.009

1020.009

Scene	Panel
98	CONT 2



Dialog

STEVEN: AH!

Action Notes

AMETHYST out

Scene	Panel
99	1



Dialog

STEVEN: SEE YOU AT HOME!

Action Notes

H/U STEVEN's start pose from previous.

PEARL out

Slugging

1.07

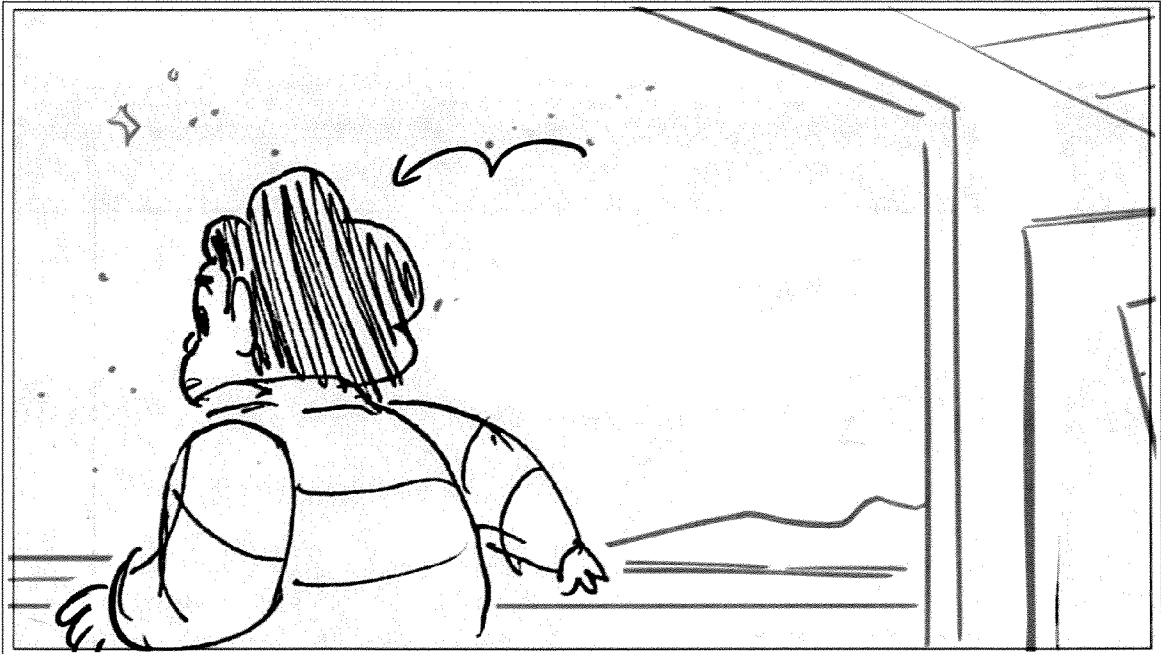
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1020.009

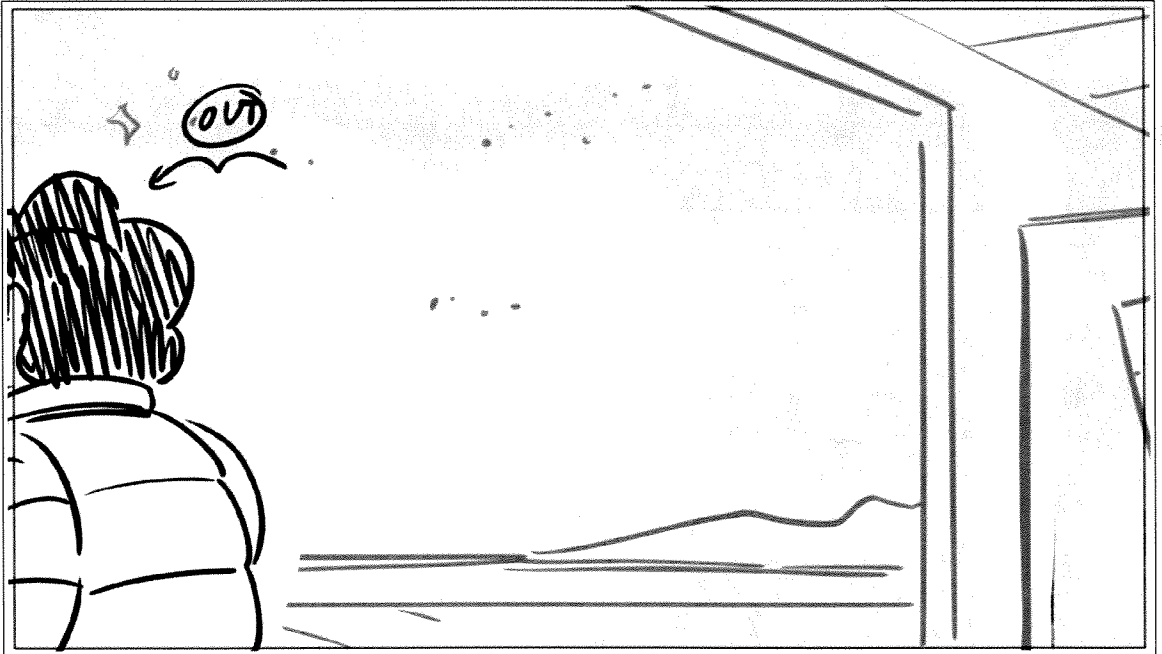
1020.009

Scene	Panel
99	cont 2



Slugging
Panels 2 + 3 = 1.07

Scene	Panel
99	cont 3



Action Notes
STEVEN out

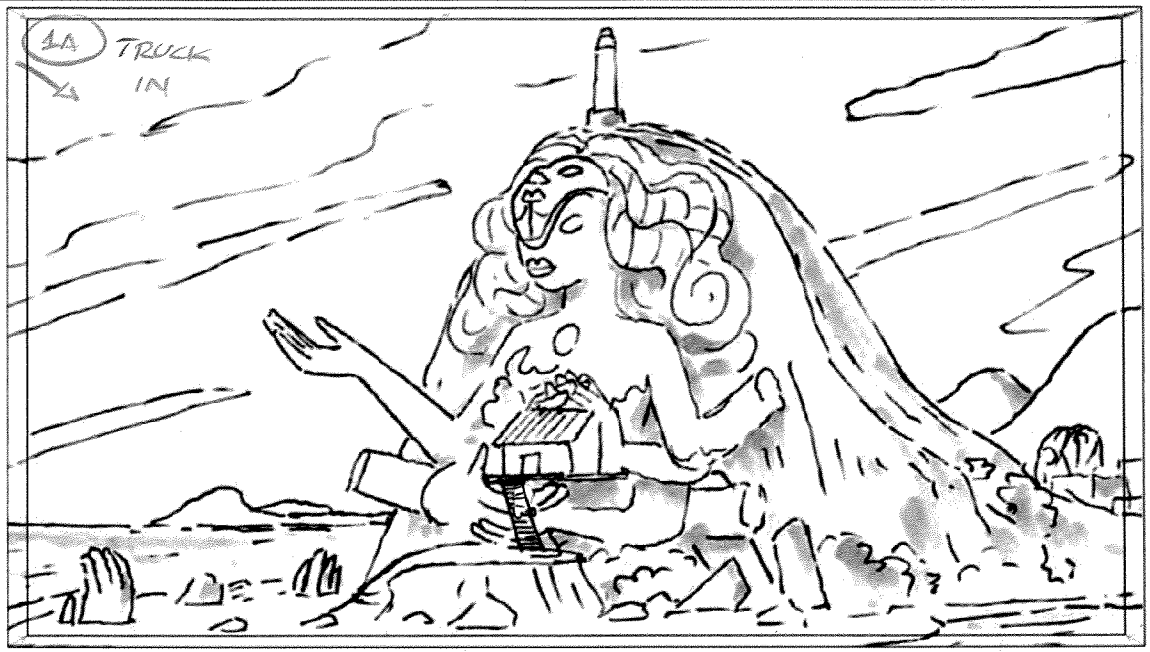
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Scene	Panel
100	1



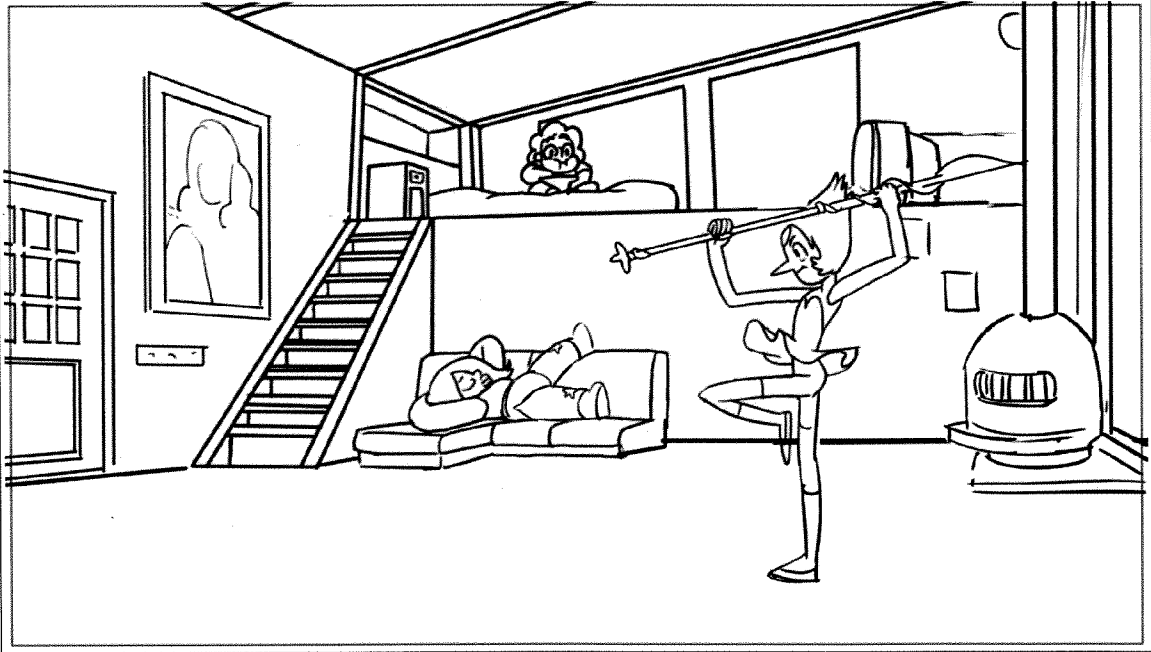
Action Notes

truck in.

Slugging

ADJ: 1.14

Scene	Panel
101	1



Action Notes

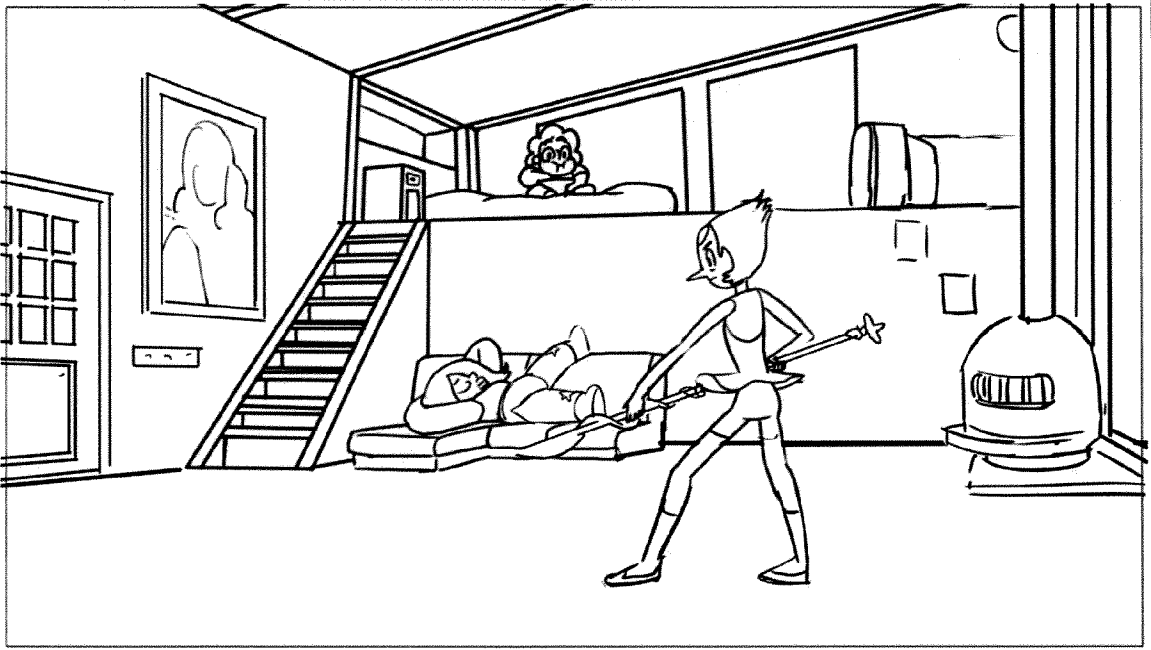
Gems lounging around the house

Slugging

0.09

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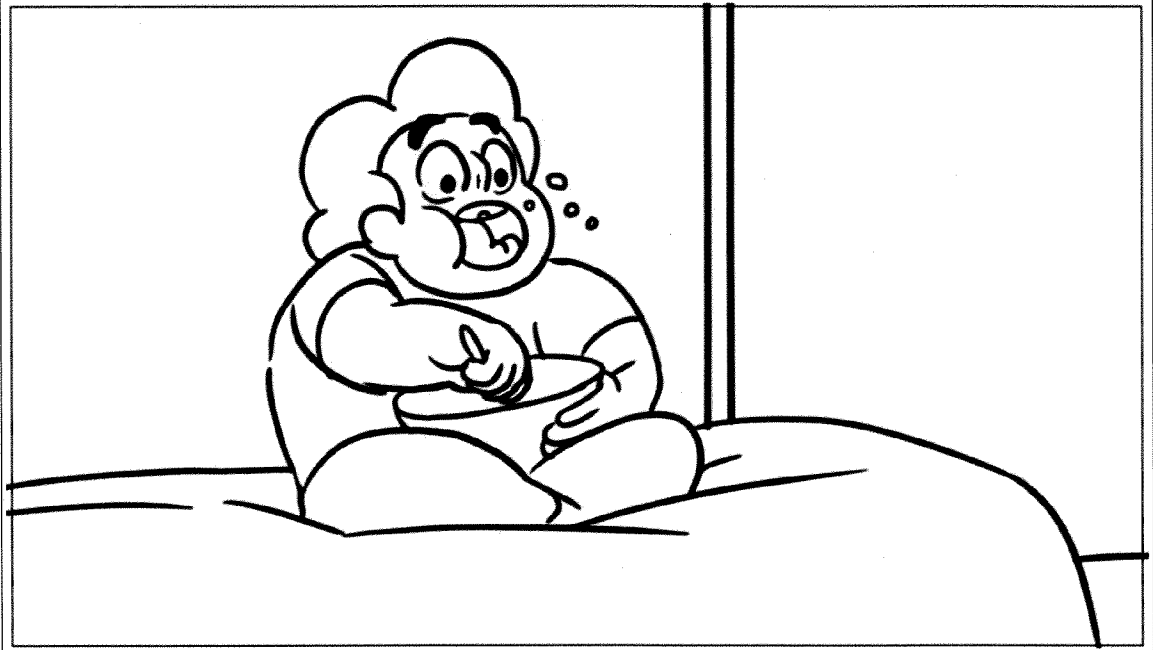
Scene	Panel
101	2



Dialog
STEVEN: SO,

Slugging
1.03

Scene	Panel
102	1



Dialog
STEVEN: WHAT'S TODAYS MISSION?

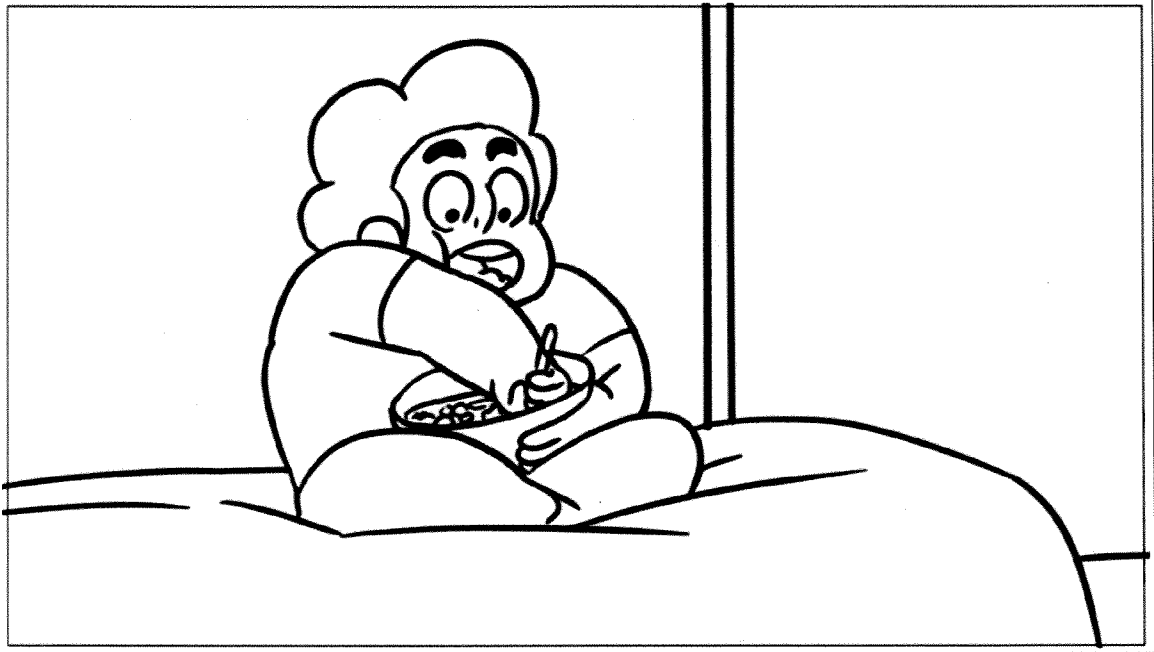
Action Notes
Steven eating cereal.

Slugging
2.07

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1020-009

Scene 102 Panel 2



Dialog
STEVEN: I HOPE IT'S...

Slugging
2.15

Scene 102 Panel 3



Dialog
STEVEN: FIGHTING

Slugging
1.15

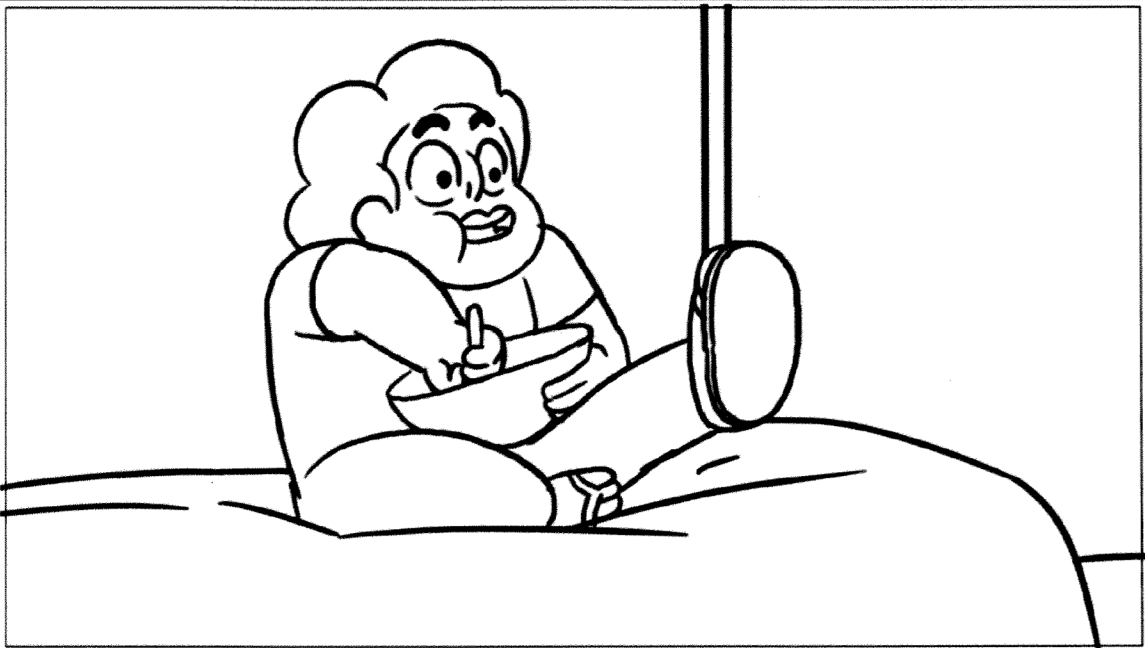
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1020.009

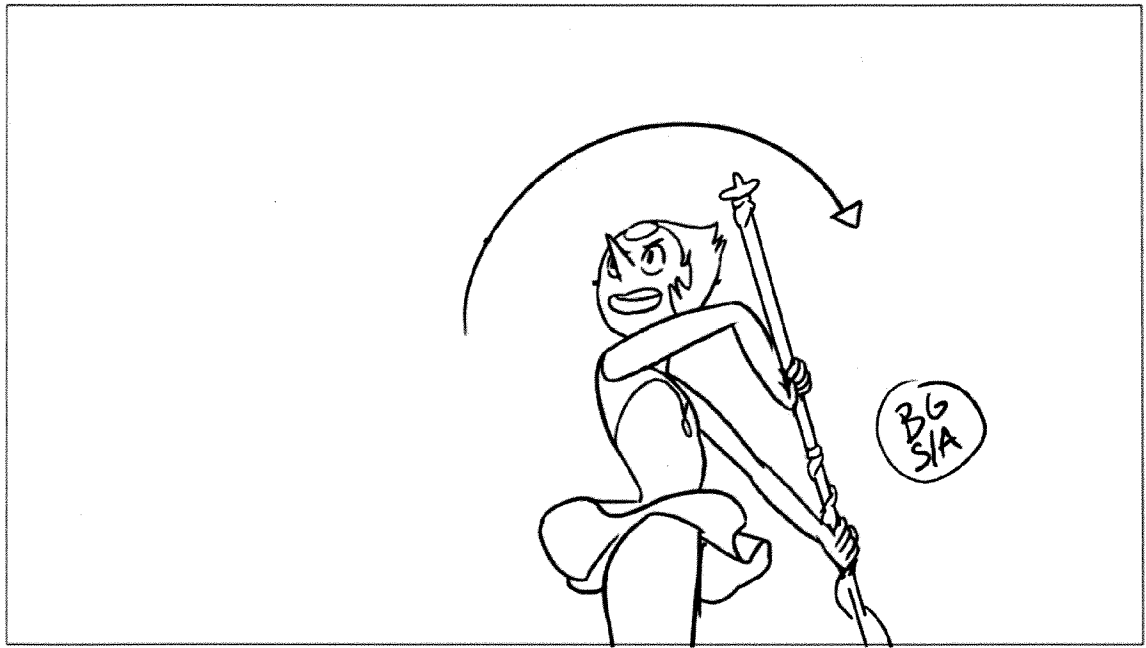
Scene	Panel
102	4
<i>CONT</i>	
	
Dialog	
STEVEN: A GIANT	
Slugging	
2.04	

Scene	Panel
102	5
<i>CONT</i>	
	
Slugging	
0.11	
JUN 17 2011	

Scene	Panel
102	6
<i>CONT</i>	
	
Dialog	
STEVEN: FOOT!	
Action Notes	
Steven raises his foot.	
Slugging	
1.12	

Scene	Panel
103	1
	
Dialog	
PEARL: IF WE'RE SUPPOSED TO FIGHT A GIANT FOOT,	
Action Notes	
Pearl practicing with her spear.	
JUN 17 2013	
Slugging	
Panels 1 + 2 = 4.02	

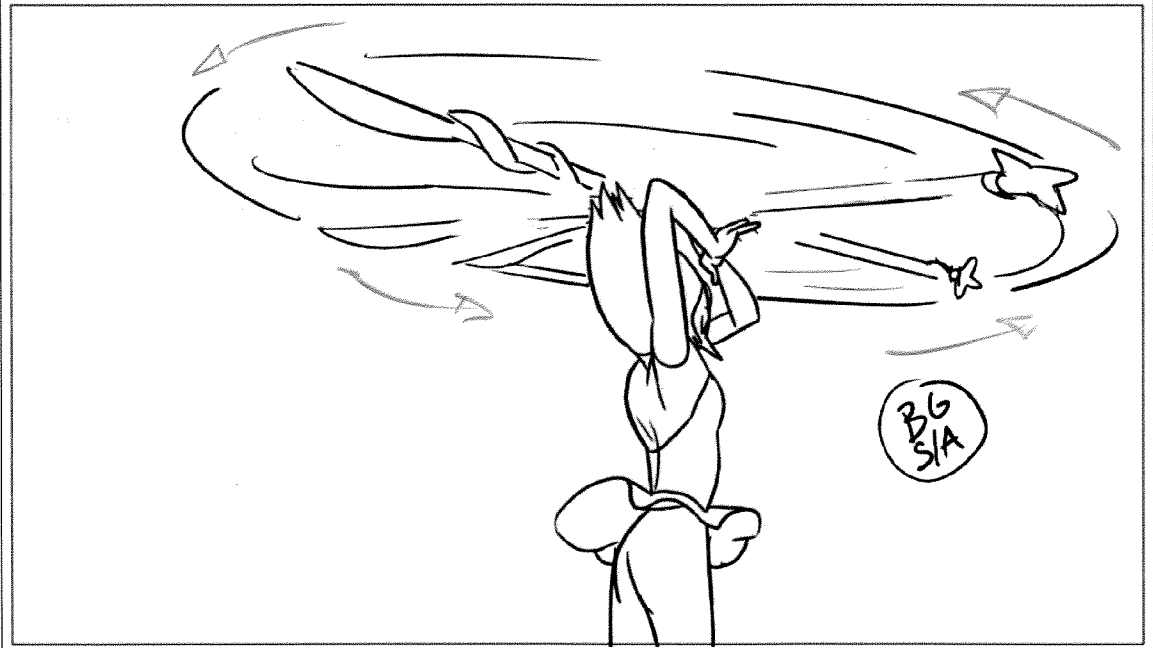
Scene	Panel
103	<i>cont</i> 2



Dialog

PEARL: IF WE'RE SUPPOSED TO FIGHT A GIANT FOOT,

Scene	Panel
103	<i>cont</i> 3



Action Notes

Pearl twirls spear around

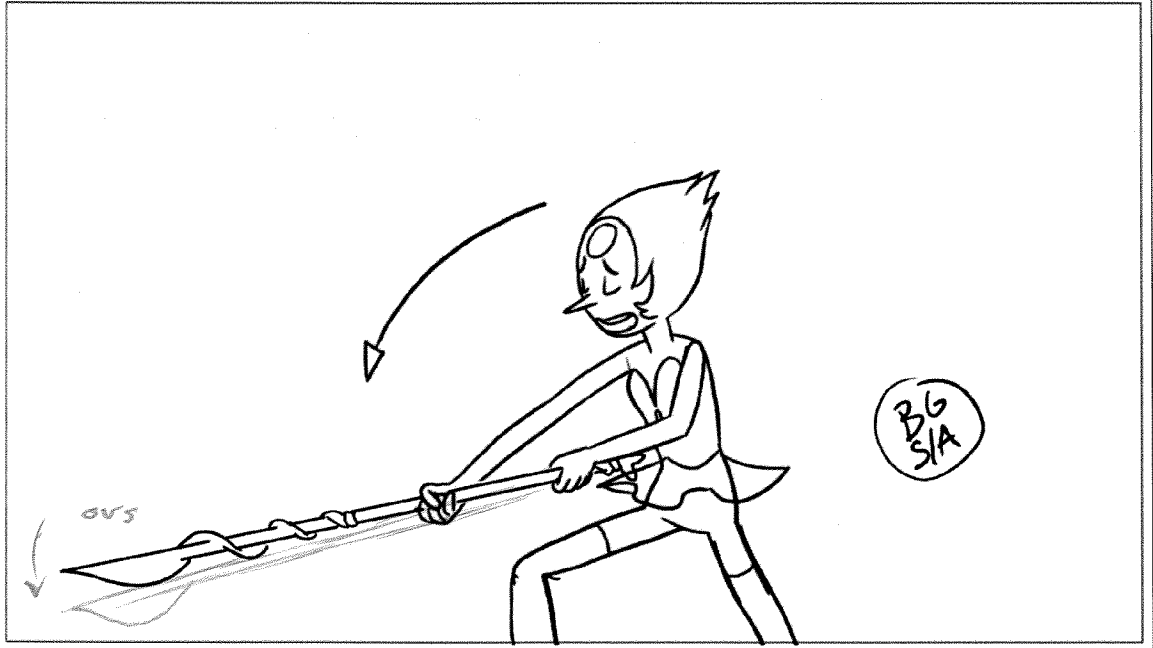
Slugging

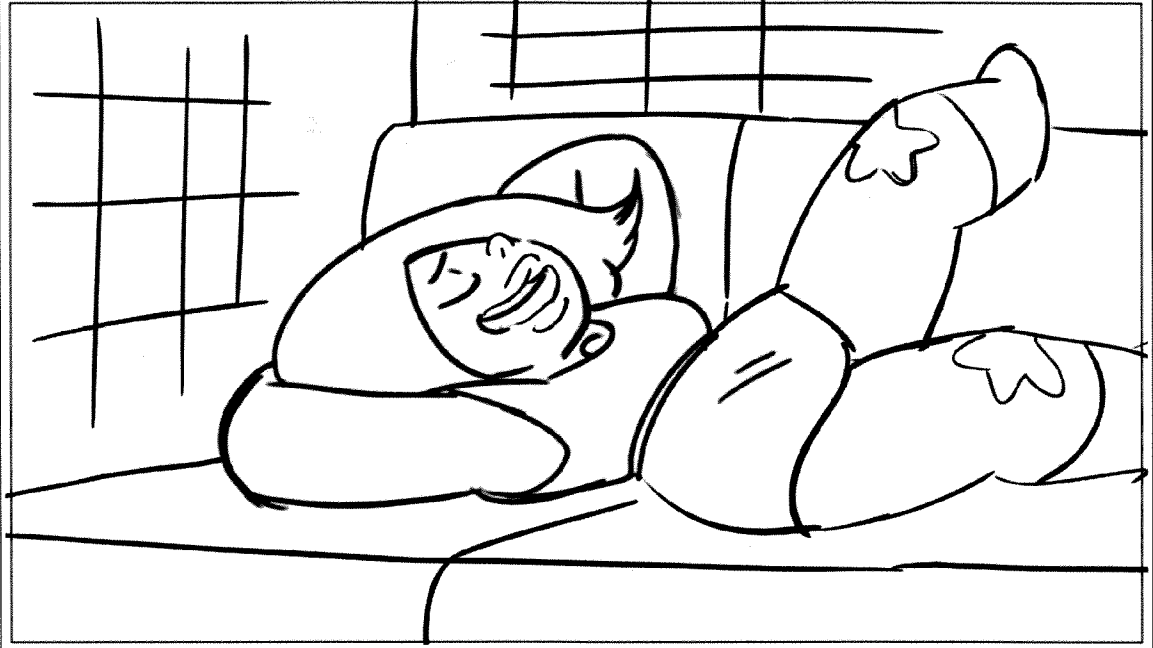
0.11

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600.0701

Scene	Panel
103	4
	
<p>Dialog</p> <p>PEARL: GARNET WOULD LET US KNOW.</p>	
<p>Slugging</p> <p>2.01</p>	

Scene	Panel
104	1
	
<p>Dialog</p> <p>AMETHYST: YEAH,</p>	
<p>Action Notes</p> <p>Amethyst lying on couch.</p>	
<p>Slugging</p> <p>1.04</p>	

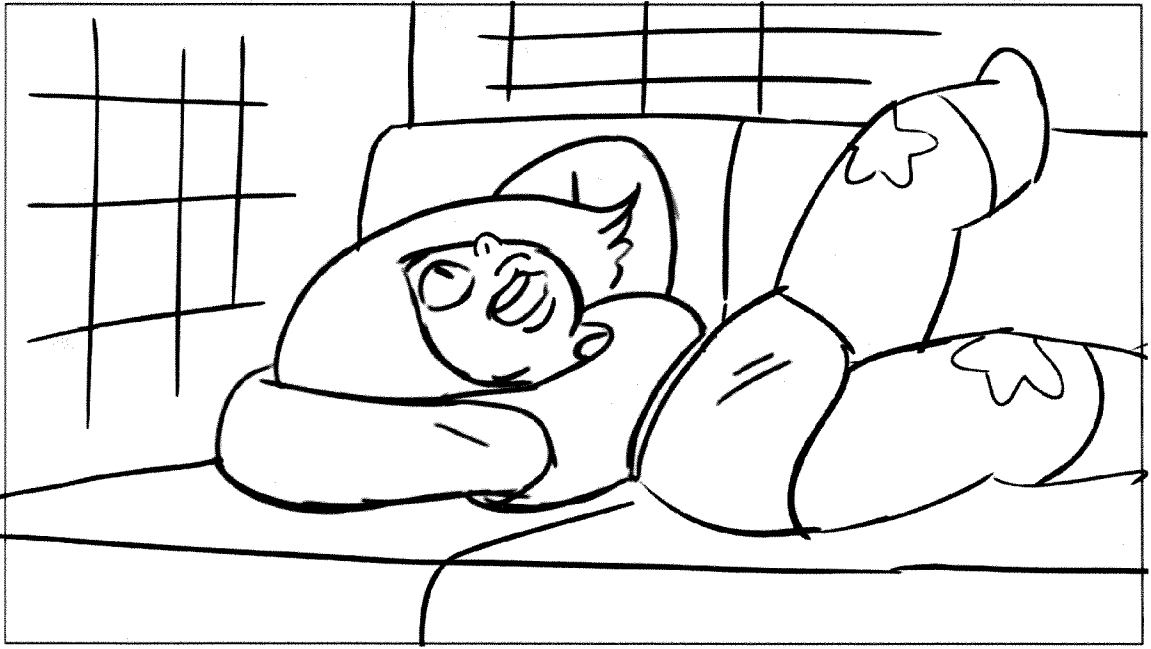
1020.009

1020.009

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1020.009

Scene	Panel
104	2



Dialog

AMETHYST: GARNET'S THE BOSS.

Slugging

1.06

Scene	Panel
105	1



Dialog

PEARL: WELL, WE'RE ALL A TEAM.

Slugging


4.00


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1020.009

1020.009

Scene	105	Panel	2
			
Dialog PEARL: GARNET JUST HAS HEIGHTENED PERCEPTION			
Slugging 2.11			

Scene	105	Panel	3
			
Dialog PEARL: THAT GUIDES US TOWARDS OUR MISSION OBJECTIVES.			
Slugging 3.01			

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1020.009

Scene	Panel
105	CONT 4

Dialog

AMETHYST: YEAH.

Slugging

1.05

Scene	Panel
105	CONT 5

Dialog

AMETHYST: SHE'S THE BOSS!

Slugging

1.13

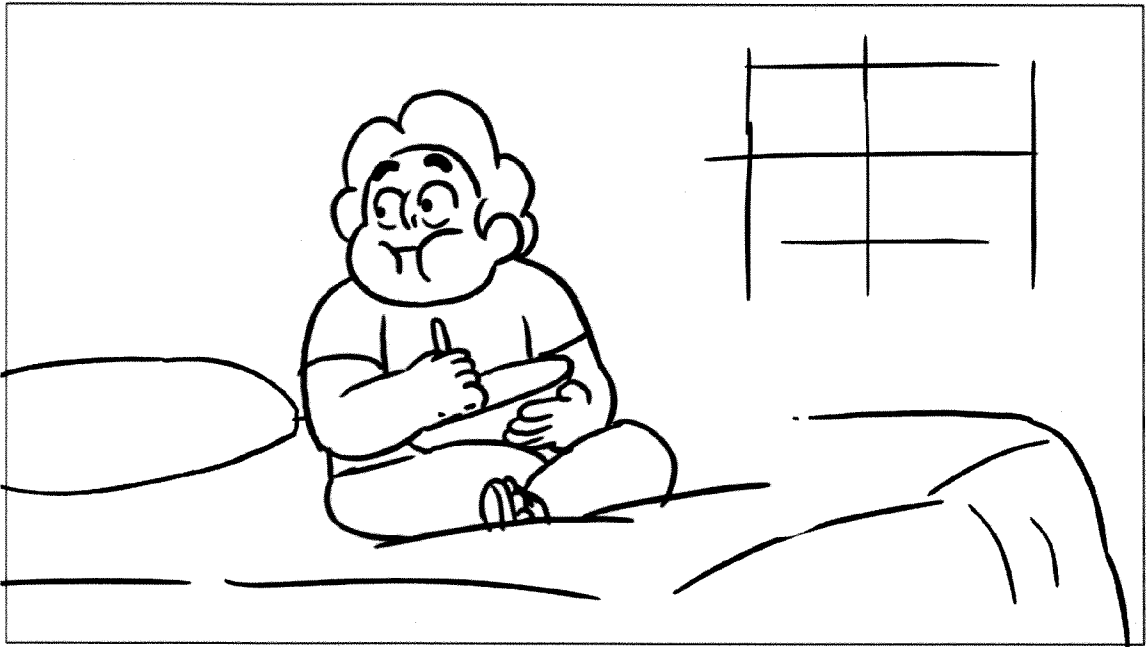
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1020.009

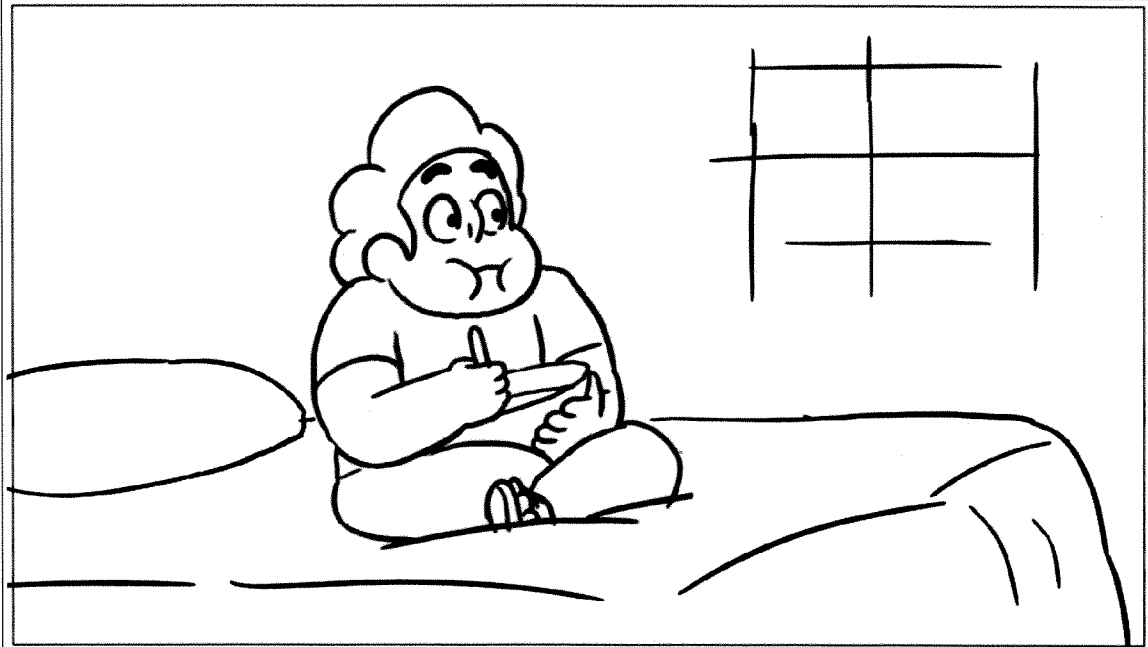
1020.000

Scene	Panel
106	1



Slugging
0.08

Scene	Panel
106	2



Dialog
STEVEN: SO WHERE IS SHE?

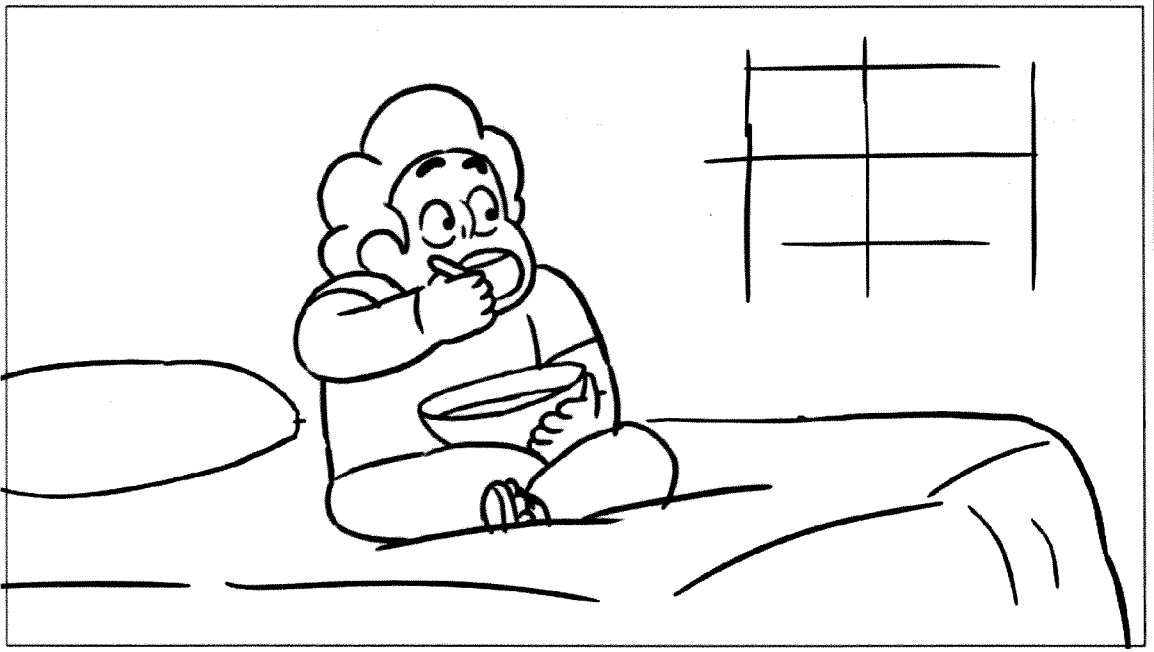
Slugging
2.14

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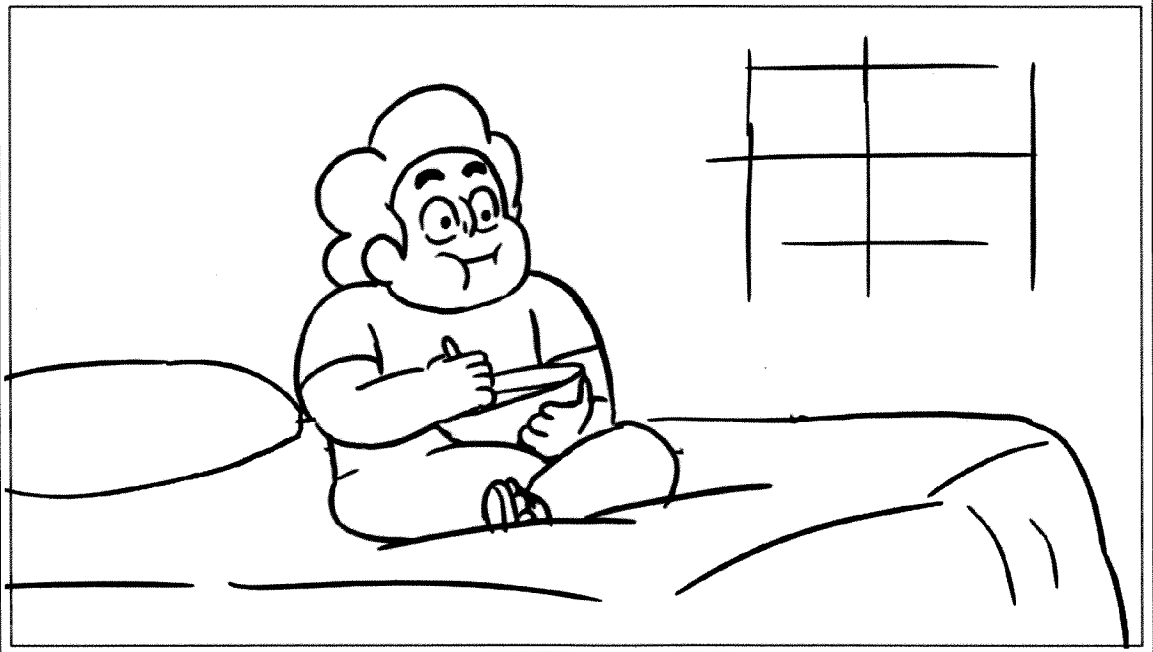
Scene 106 Panel 3



Action Notes
Steven eats more cereal.

Slugging
0.11

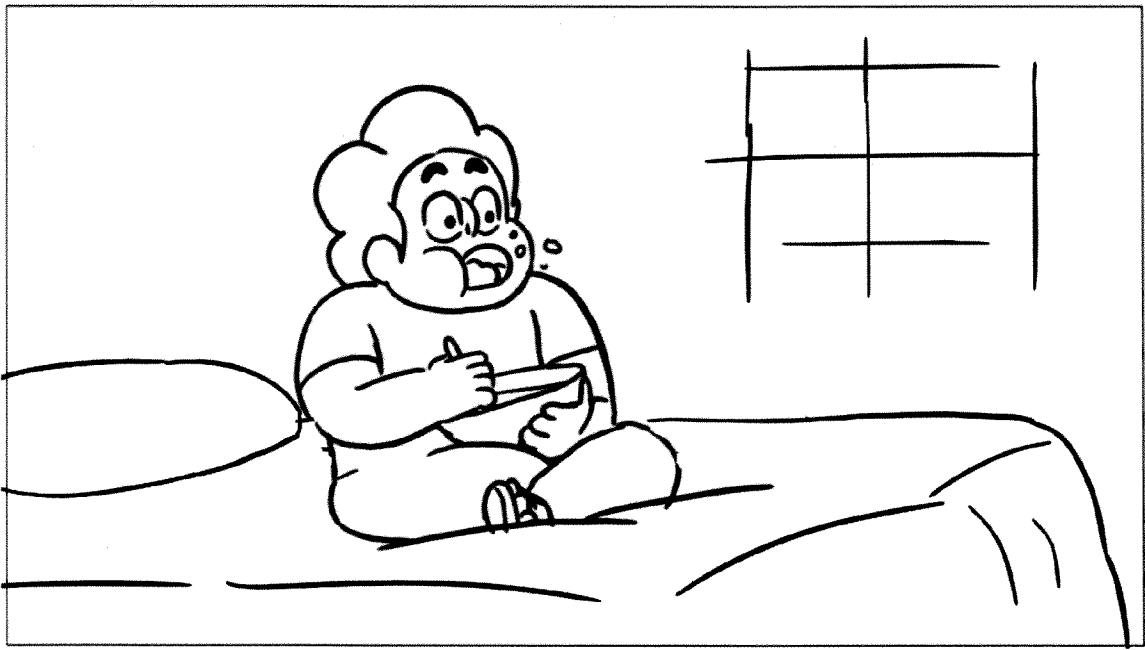
Scene 106 Panel 4



Slugging
0.09

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Scene	Panel	
	106	5



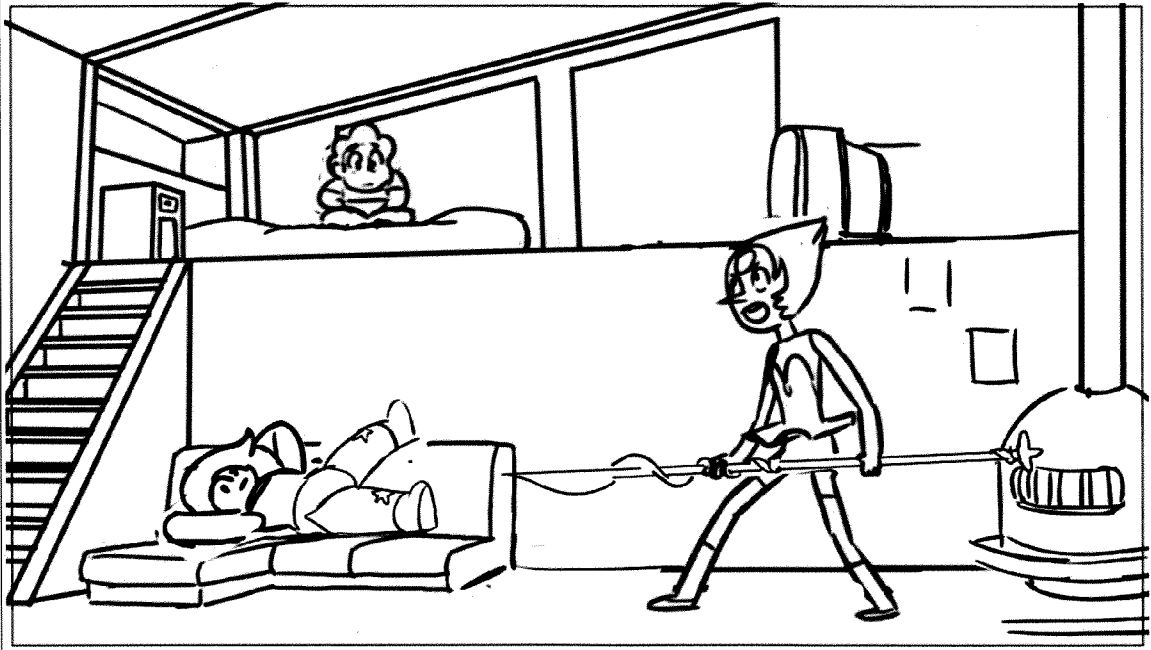
Dialog

STEVEN: FIGHTING THE FOOT?

Slugging

1.14

Scene	Panel	
	107	1



Dialog

PEARL: SHE'S NOT "FIGHTING THE FOOT."

Slugging

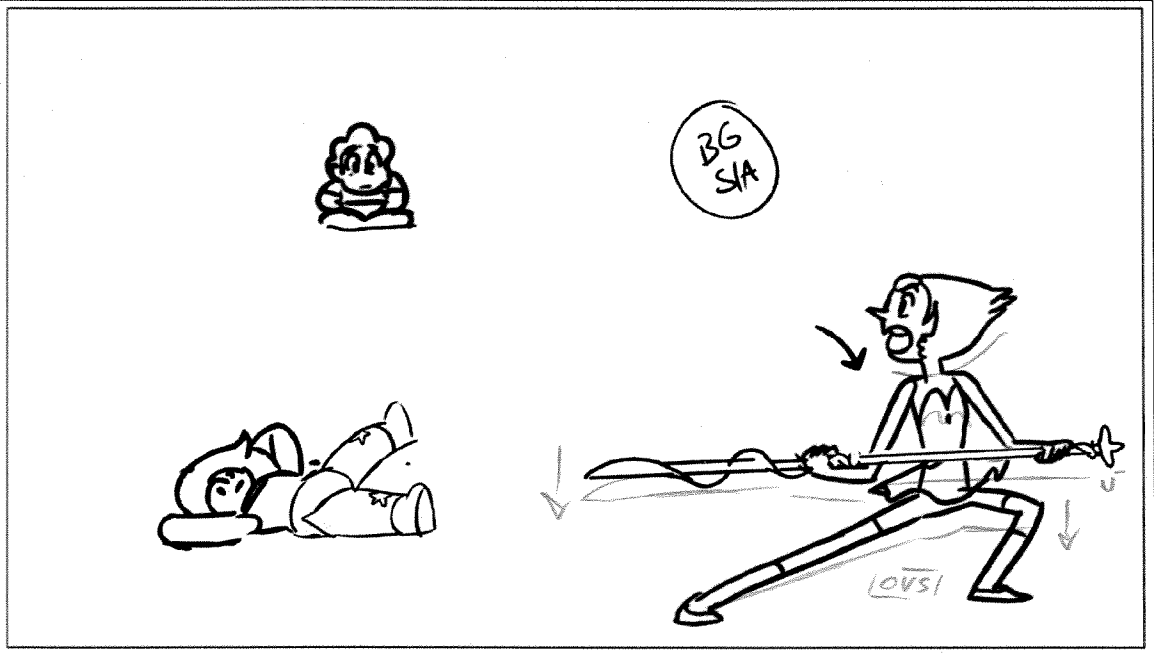
3.02

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1020-009

Scene	Panel
107	2



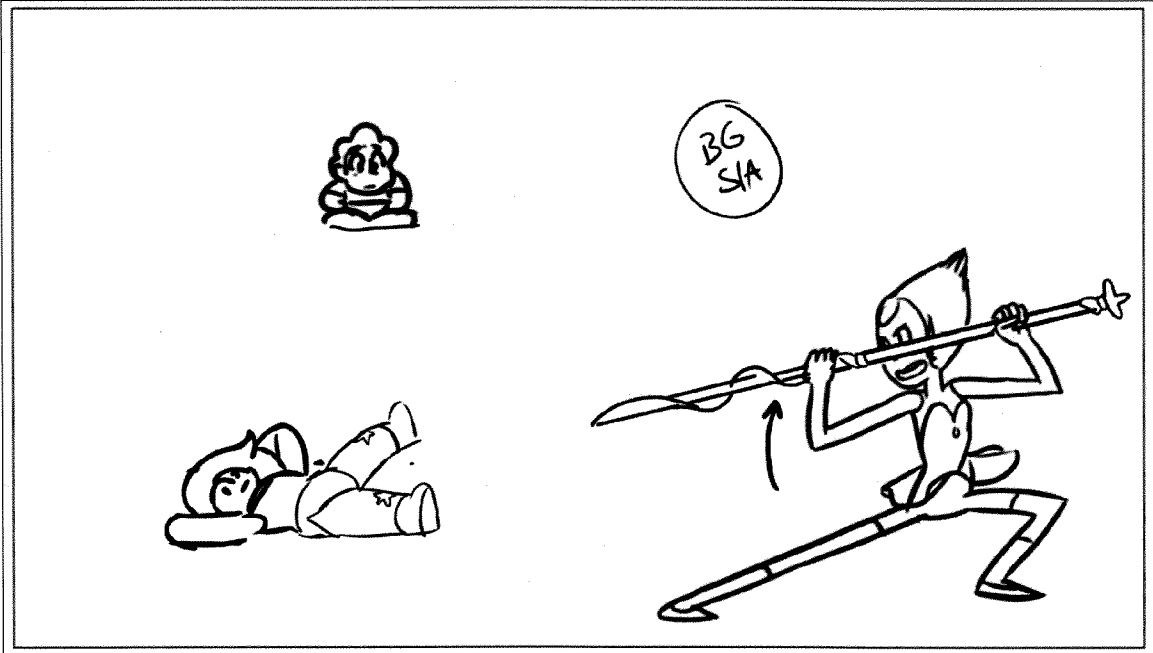
Dialog

PEARL: YOU KNOW GARNET GOES OFF ON MISSIONS WITHOUT US ALL THE TIME.

Slugging

6.14

Scene	Panel
107	3



Dialog

PEARL: SHE'S PROBABLY DOING SOMETHING VERY IMPORTANT.

Slugging

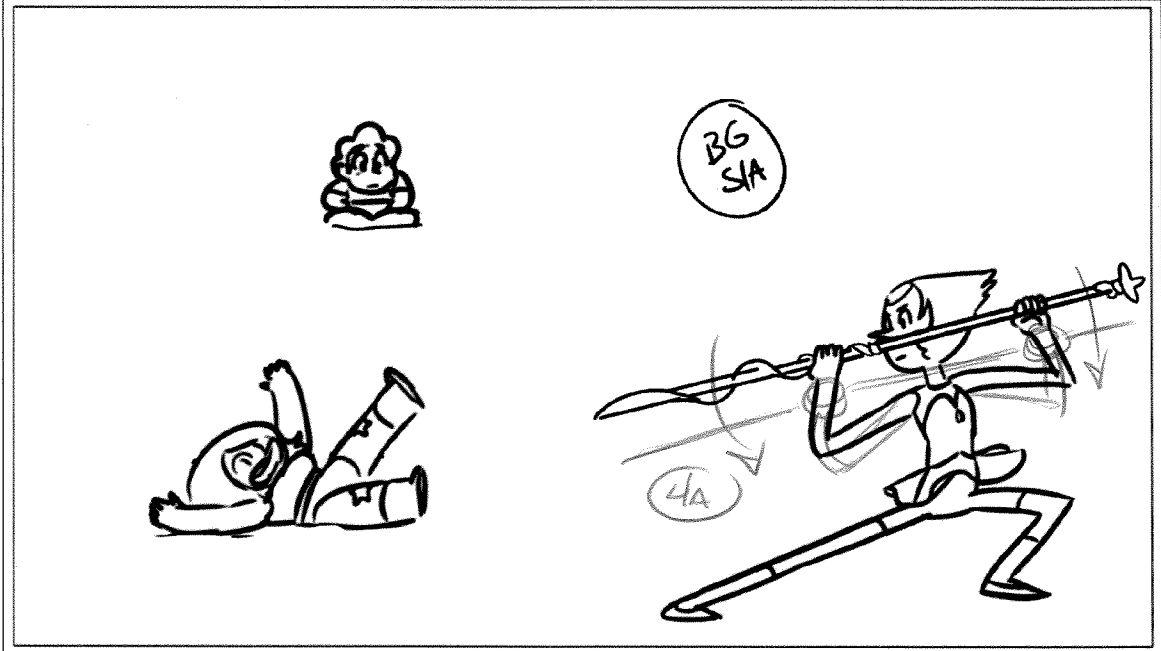
1.13

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1020-009

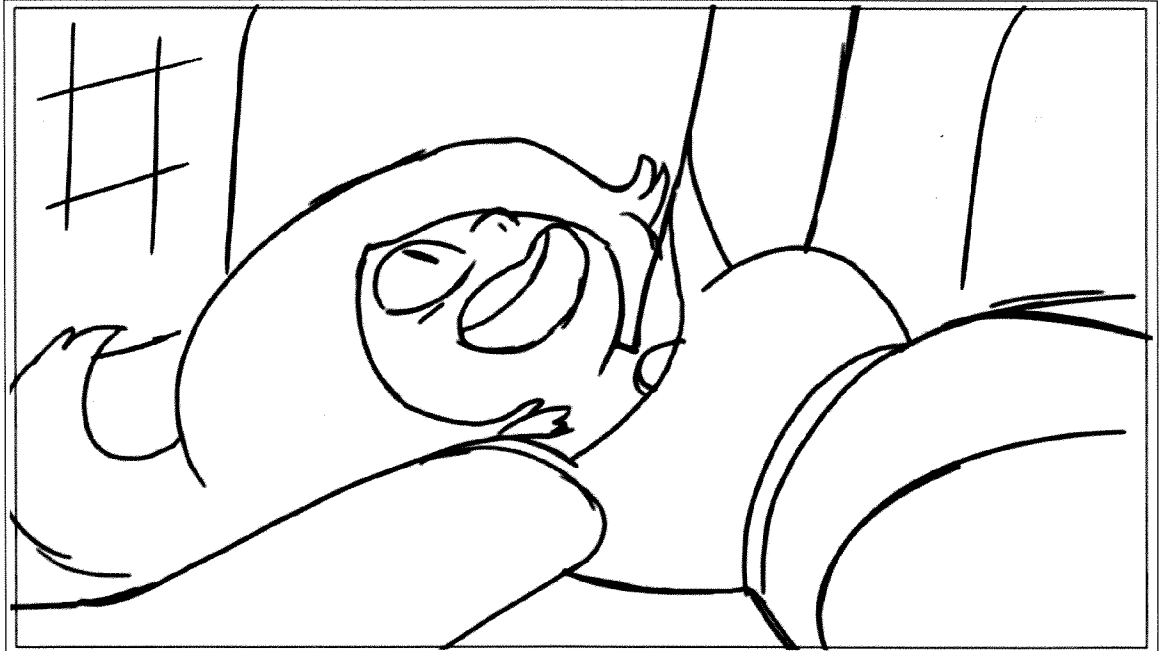
Scene	Panel
107	4



Dialog
AMETHYST: OH WAIT, STEVEN! I JUST REMEMBERED

Slugging
3.06

Scene	Panel
108	1



Dialog
AMETHYST: GARNET HAD A SPECIAL MISSION FOR YOU!

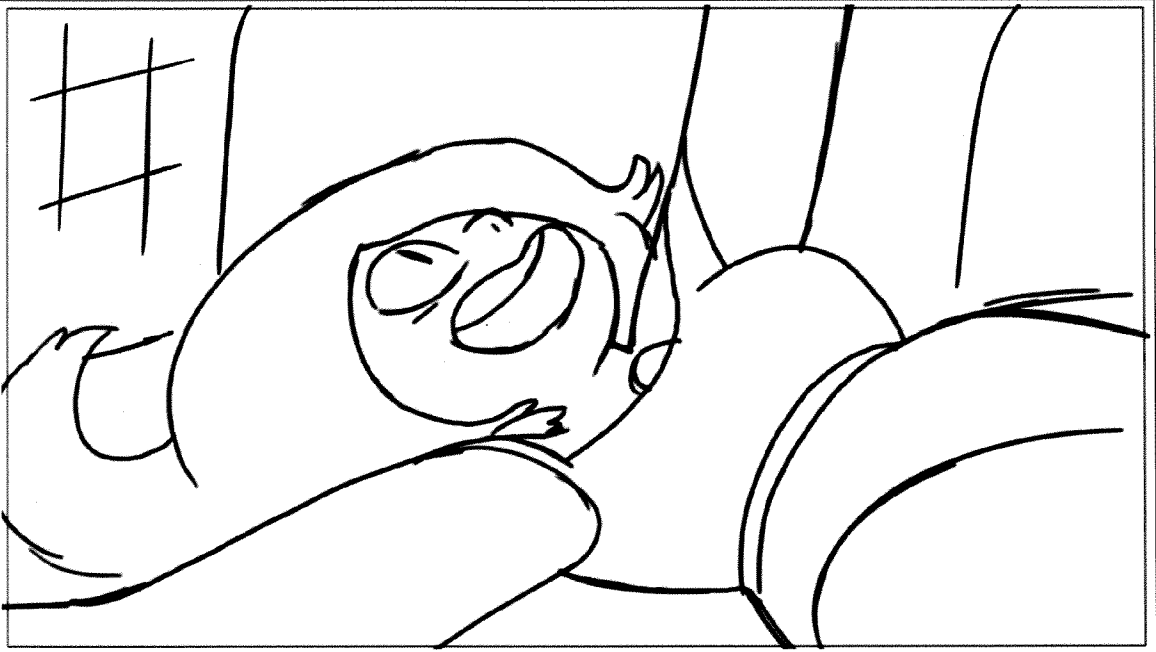
Slugging
2.12

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1020.009

1020.009

Scene	Panel
108	1



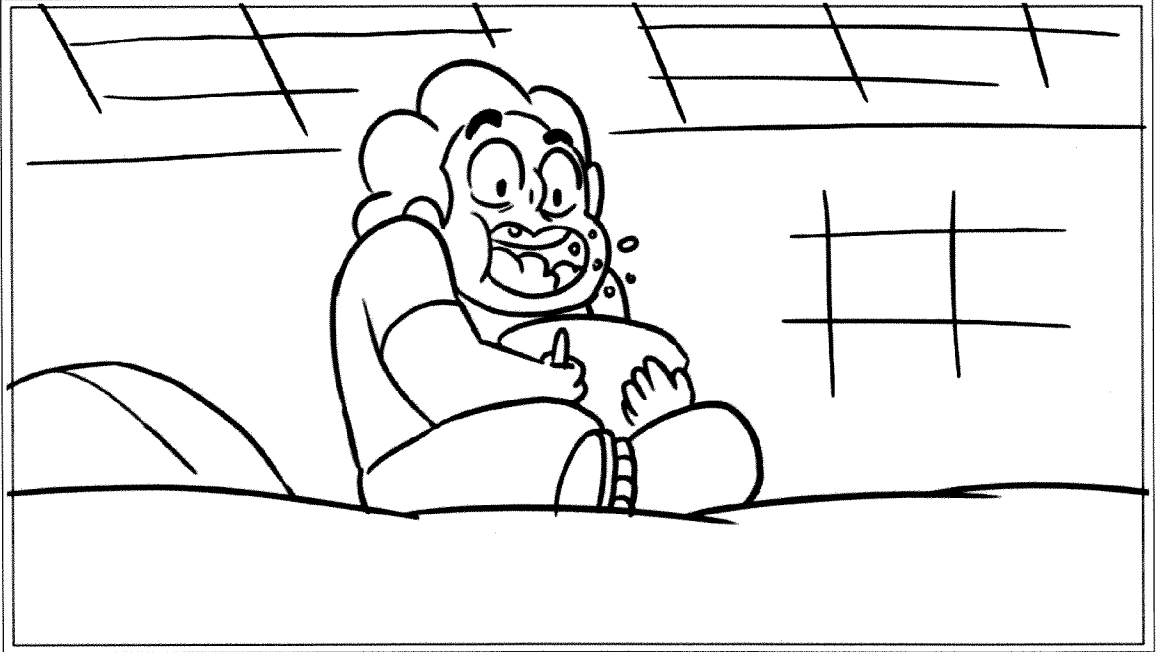
Dialog

AMETHYST: GARNET HAD A SPECIAL MISSION FOR YOU!

Slugging

2.12

Scene	Panel
109	1



Dialog

STEVEN: (*MOUTH FULL) REALLY?!

Slugging

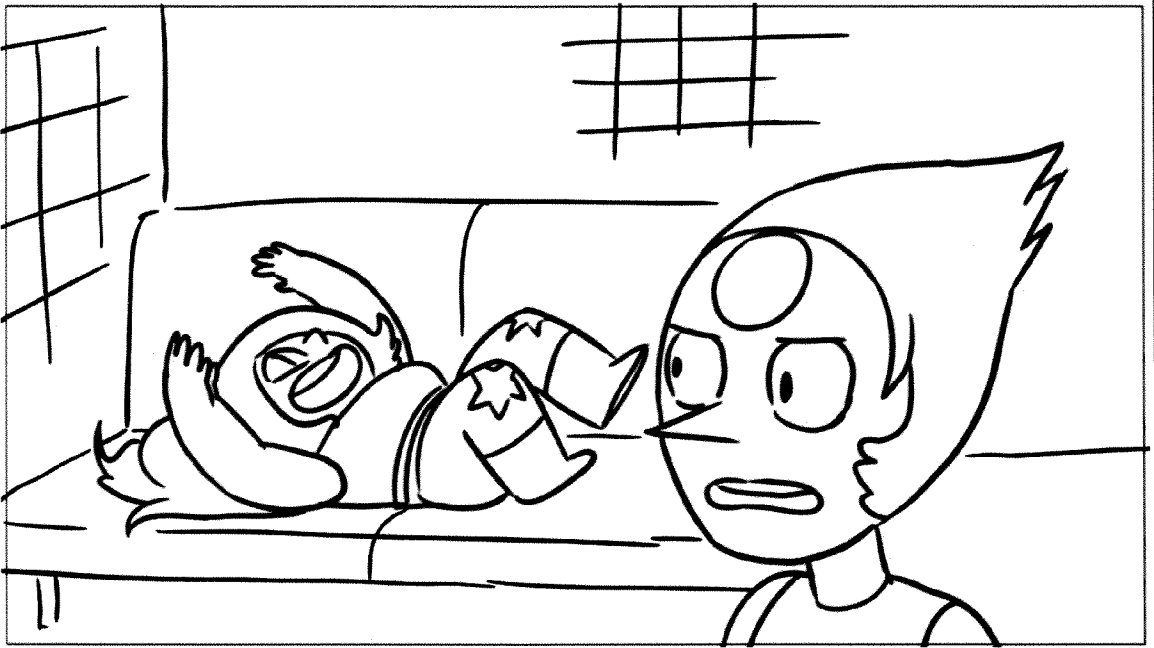
1.03

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1020.009

Scene 110 Panel 1



Dialog
AMETHYST: YEAH! SHE SAYS...

Slugging
2.01

Scene 110 Panel 2



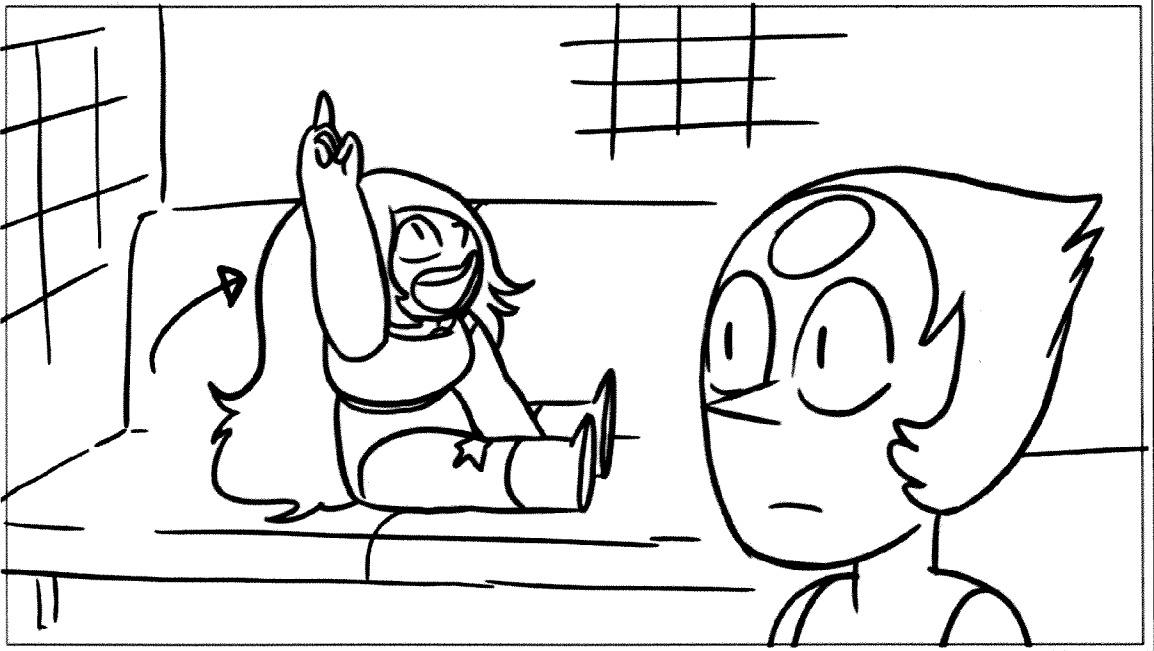
Dialog
AMETHYST: UH...

Action Notes
Amethyst rocks herself backward...

Slugging
1.06

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Scene 110 Panel 3



Dialog
AMETHYST: YOU HAVE TO SLAM YOUR FACE INTO THAT BOWL OF CEREAL.

Action Notes
and sits up.

Slugging
4.11

Scene 111 Panel 1



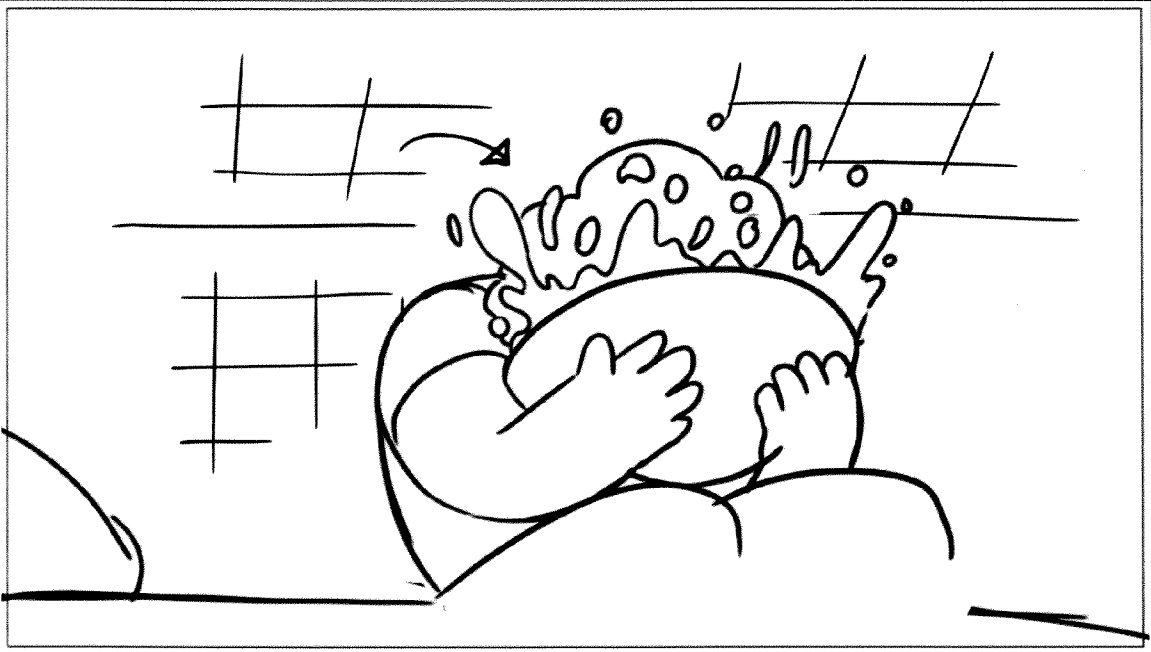
Dialog
STEVEN: OKAY!

Slugging
1.11
JUN 17 2013

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1020.009

Scene	Panel
111	2



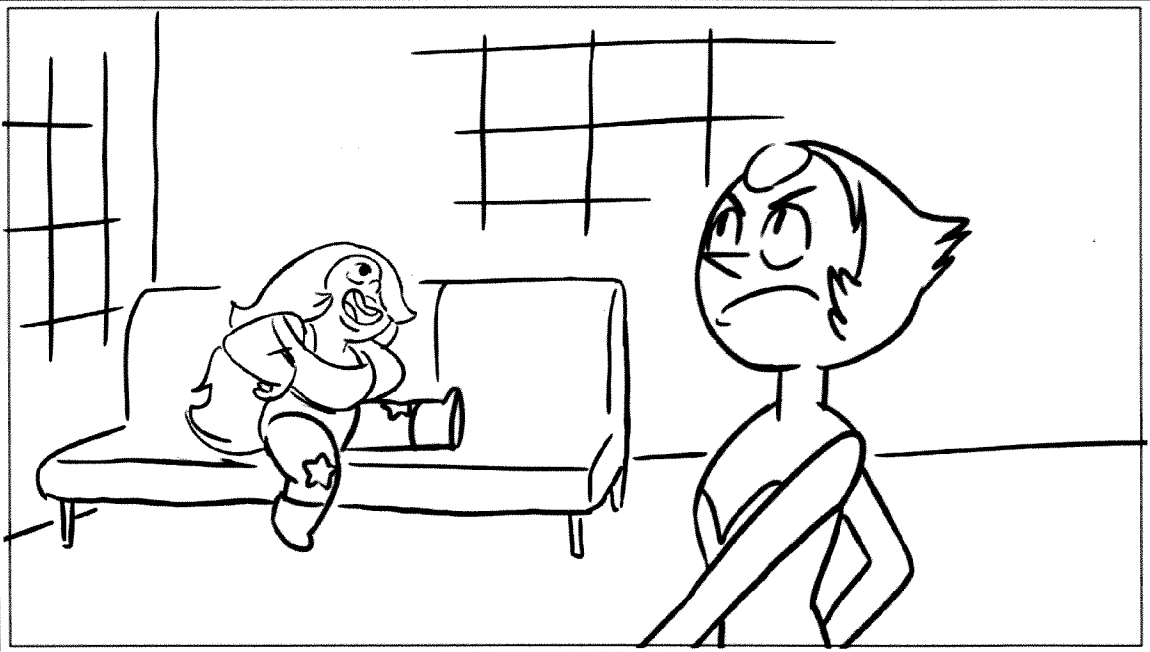
Action Notes

Steven buries his face into cereal bowl.

Slugging

1.06

Scene	Panel
112	1



Dialog

AMETHYST: GOOD JOB STEVEN,

Slugging

Panels 1 + 2 = 4.08

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1020.009

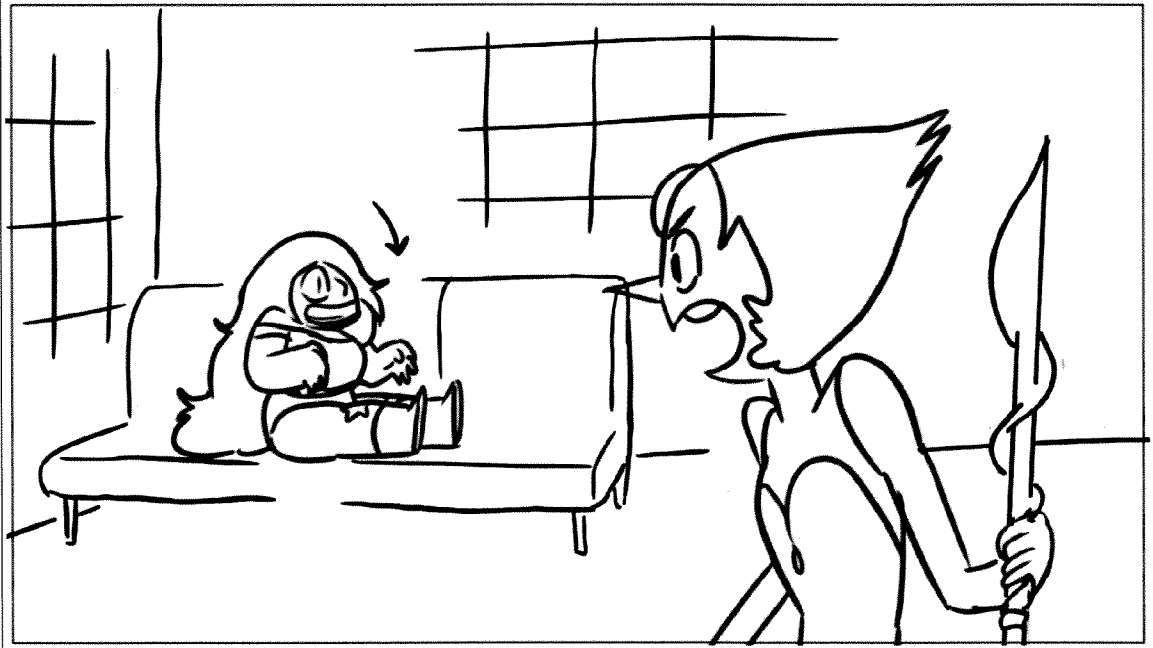
1020.009

Scene 112 Panel 2
CONT



Dialog
AMETHYST: YOU STOPPED THE FOOT!

Scene 112 Panel 3
CONT



Dialog
PEARL: THERE IS NO FOOT!

Slugging
2.05

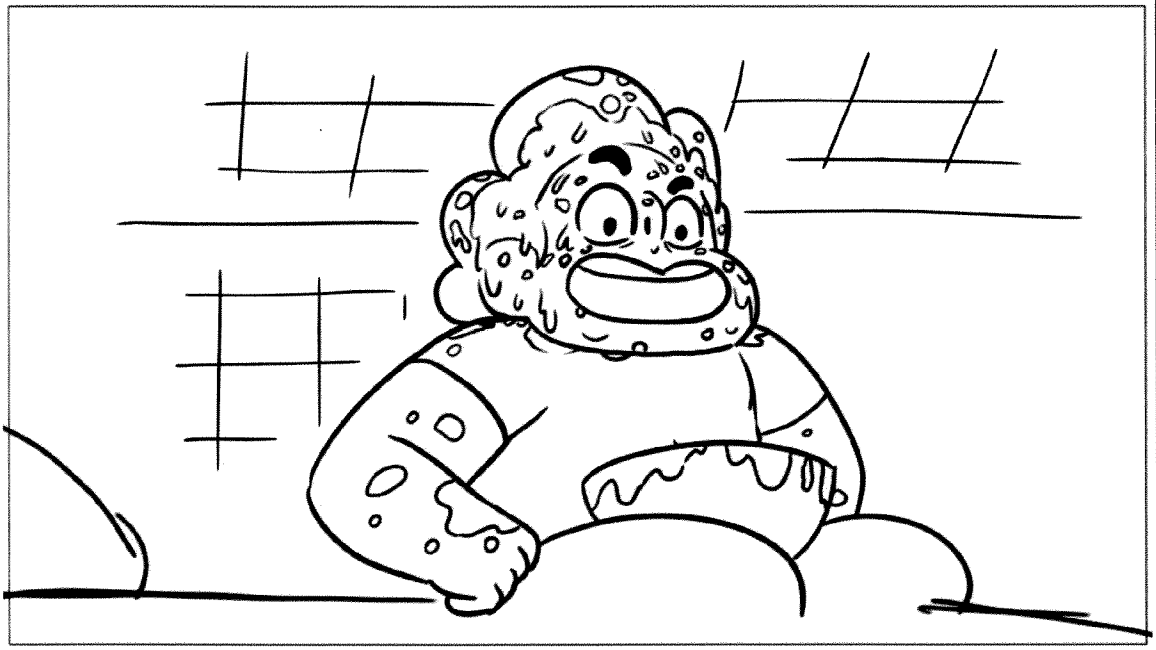
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1020.009

1020.009

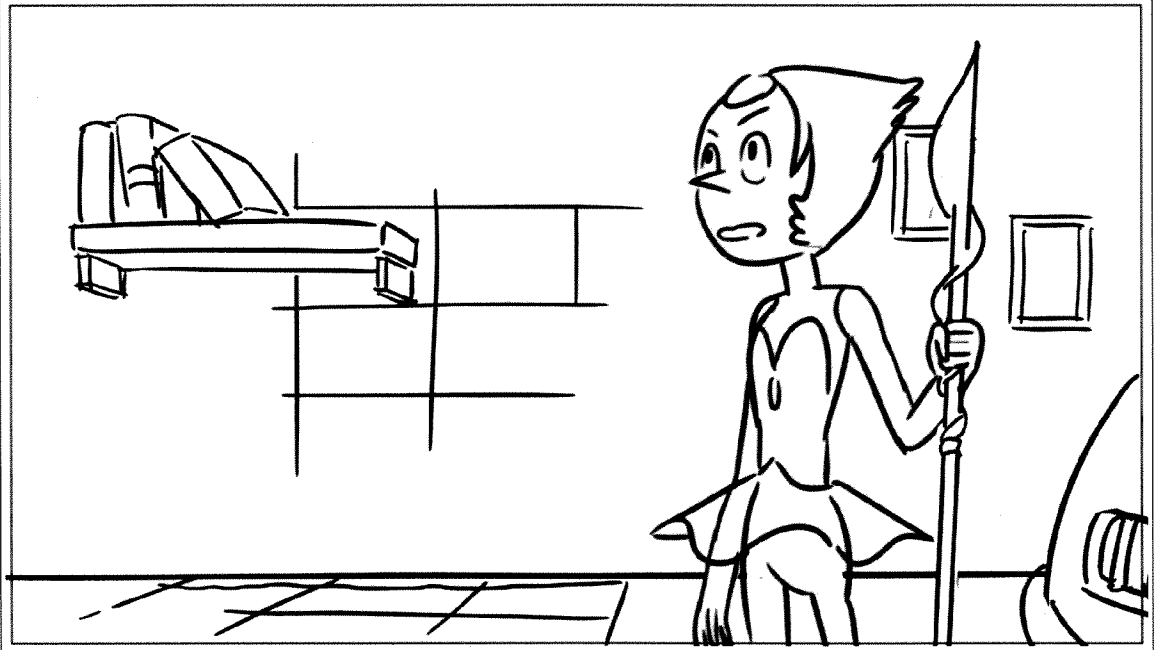
Scene	Panel
113	1



Dialog
STEVEN: NOT ANYMORE!

Slugging
2.12

Scene	Panel
114	1



Dialog
PEARL: UGH...

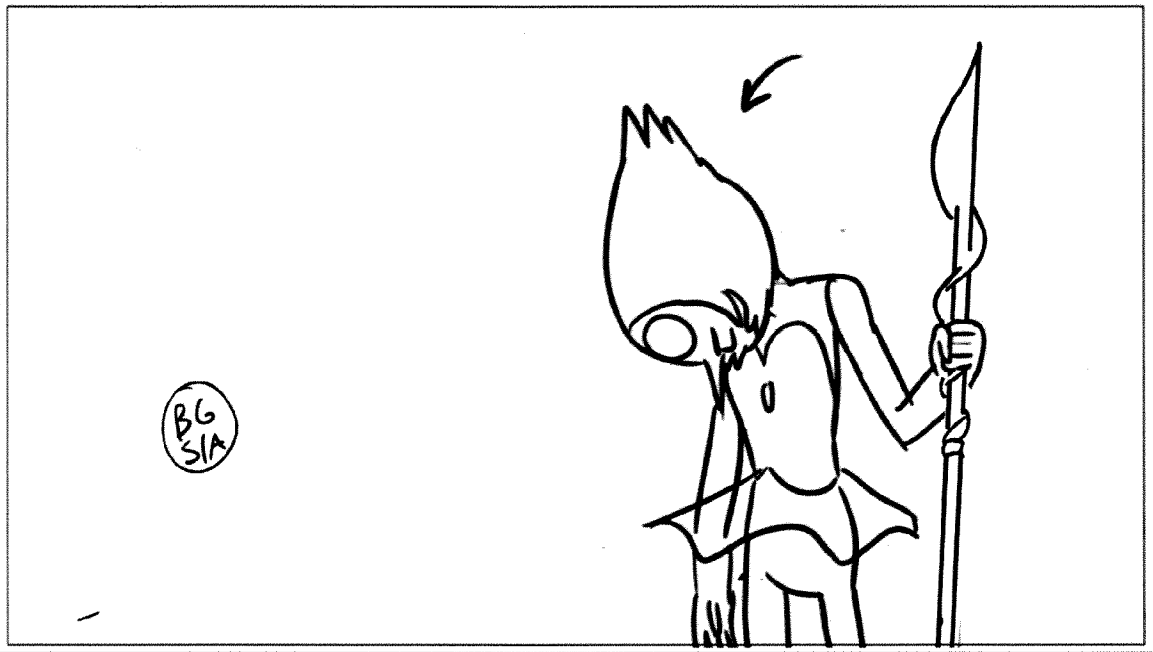
Slugging
0.07

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1020.009

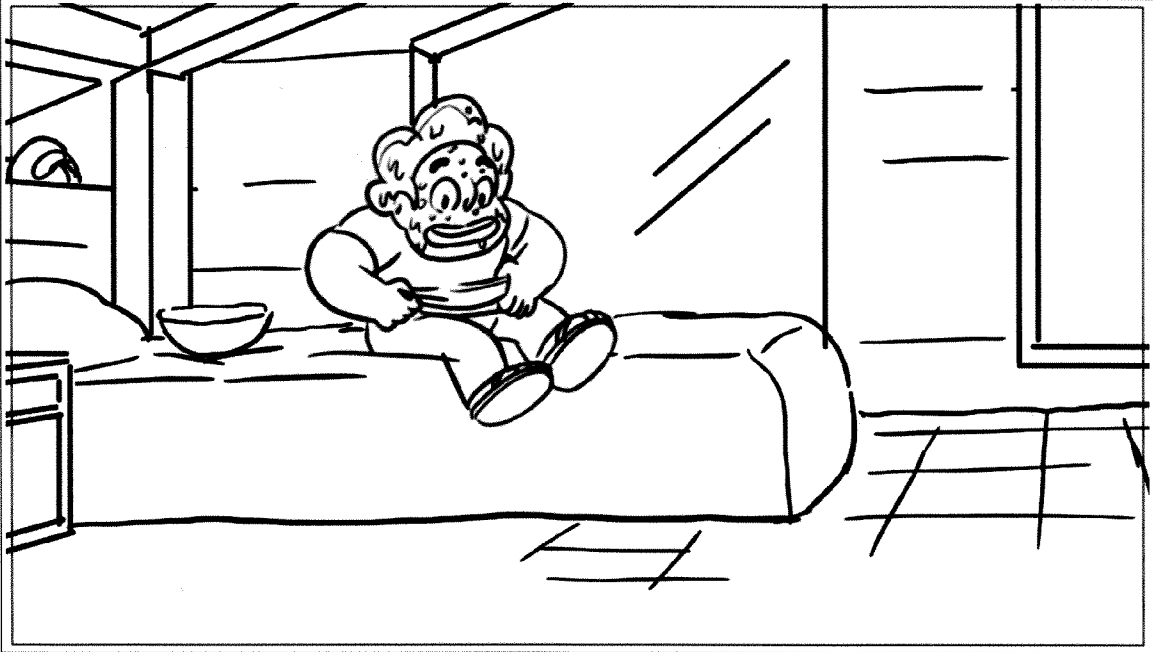
Scene 114 Panel 2



Dialog
PEARL: UGH...

Slugging
1.05

Scene 115 Panel 1



Dialog
STEVEN: WELP,

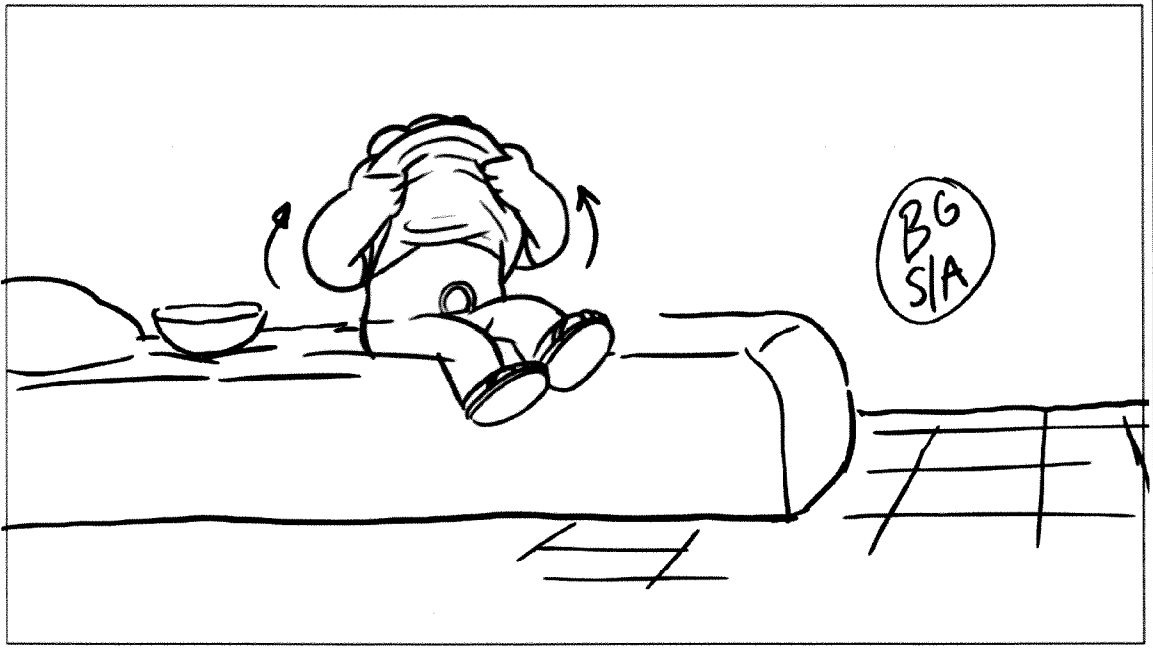
Slugging
1.00

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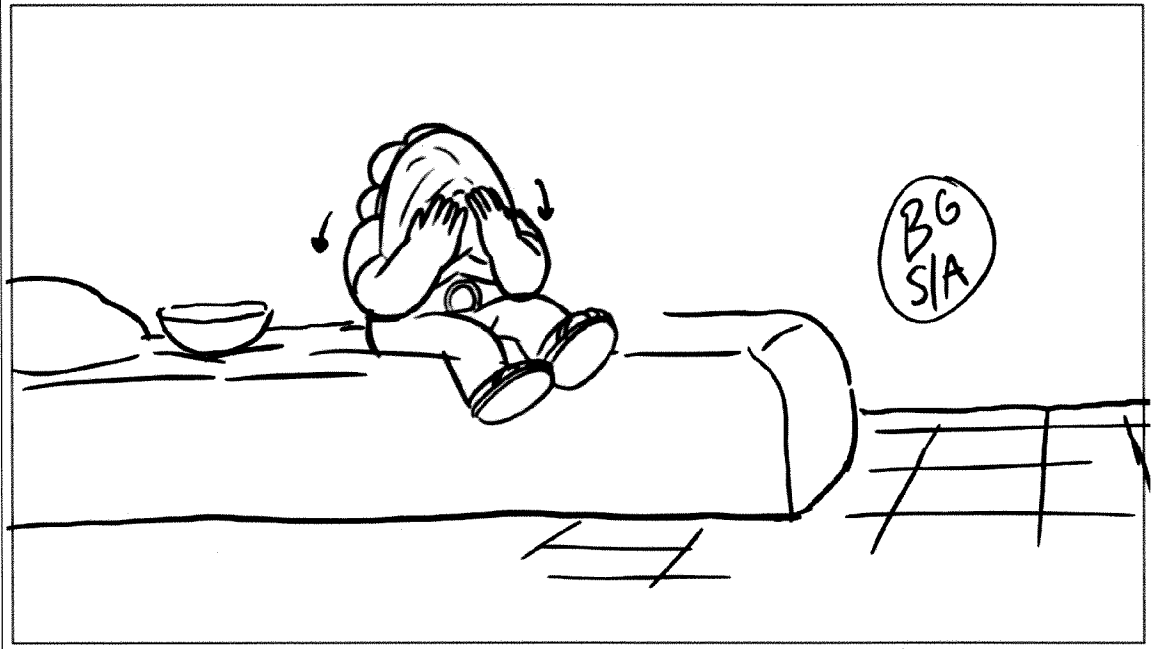
Scene 115 Panel 2
CONT



Action Notes
Steven wipes his face with his shirt.

Slugging
1.00

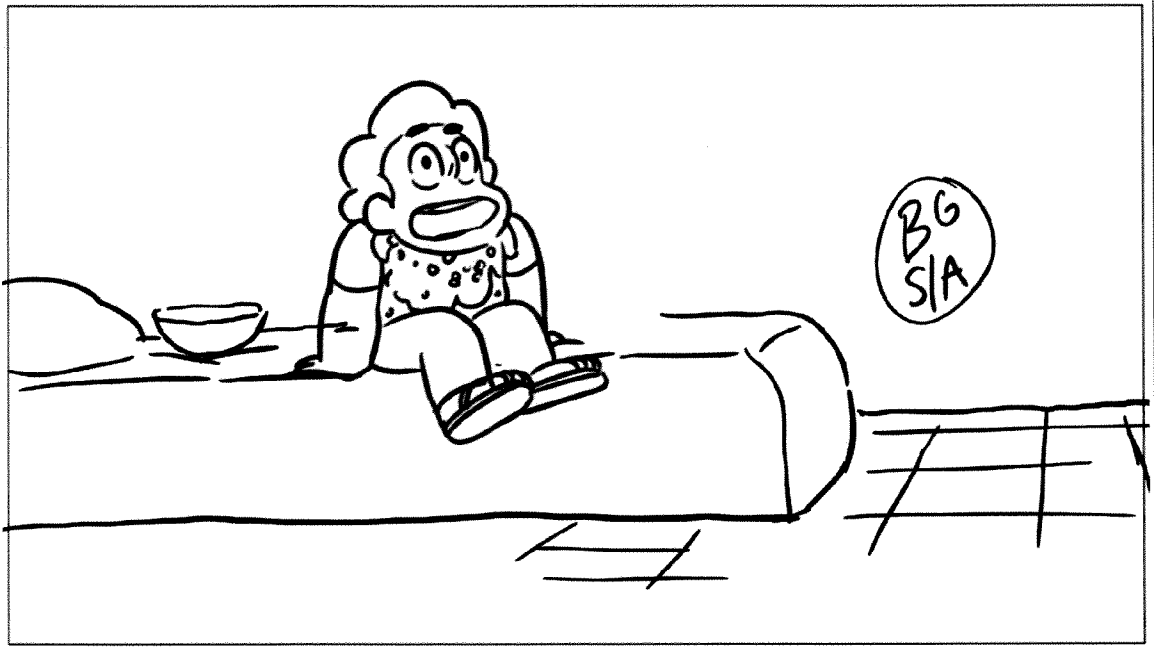
Scene 115 Panel 3
CONT



Slugging
1.10

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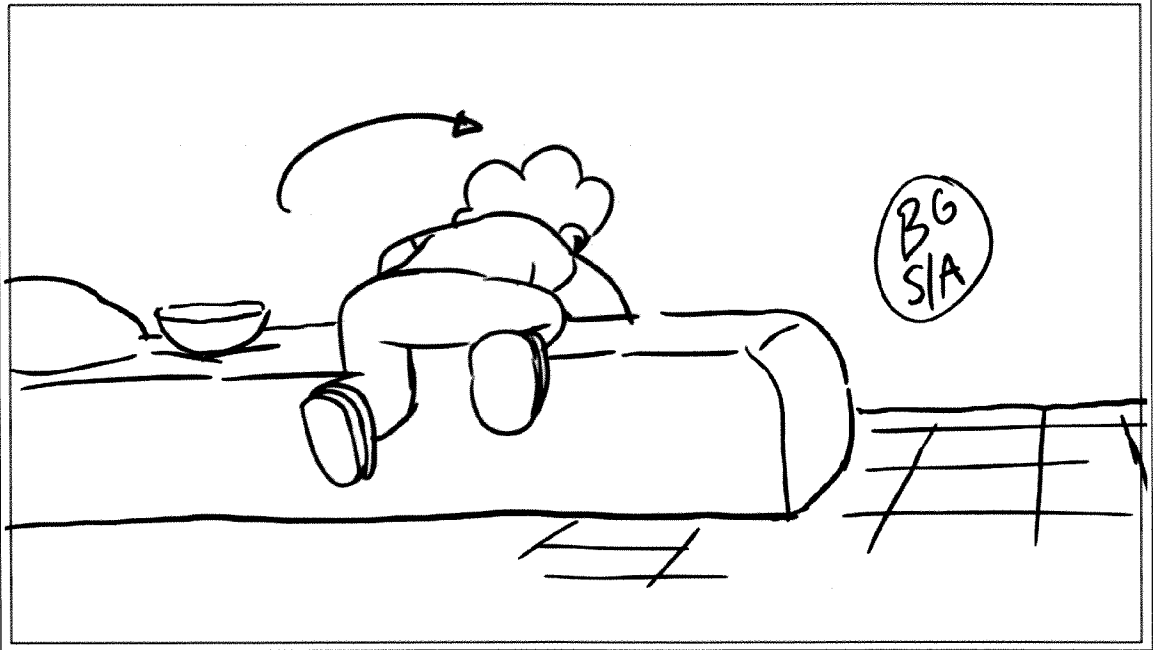
Scene 115 Panel 4
CONT



Dialog
STEVEN: NOW THAT THAT'S DONE TIME TO COMB THE BEACH FOR
QUARTERS

Slugging
4.09

Scene 115 Panel 5
CONT



Dialog
STEVEN: WITH MY

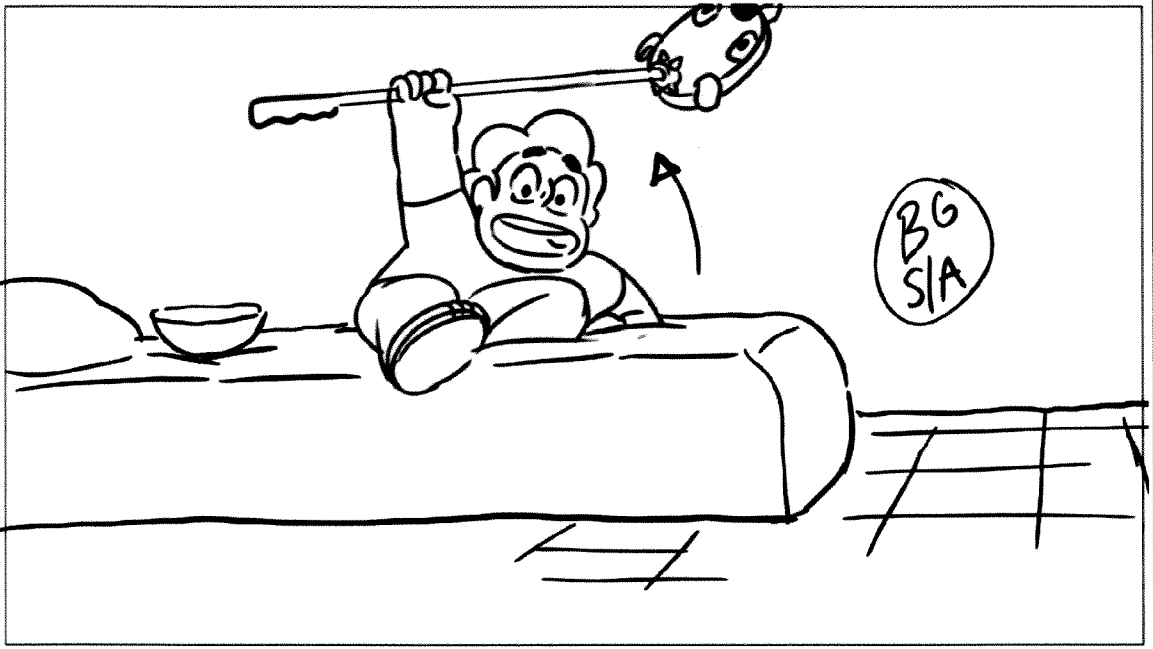
Action Notes
And grabs his metal detector from behind his bed.

Slugging
1.03
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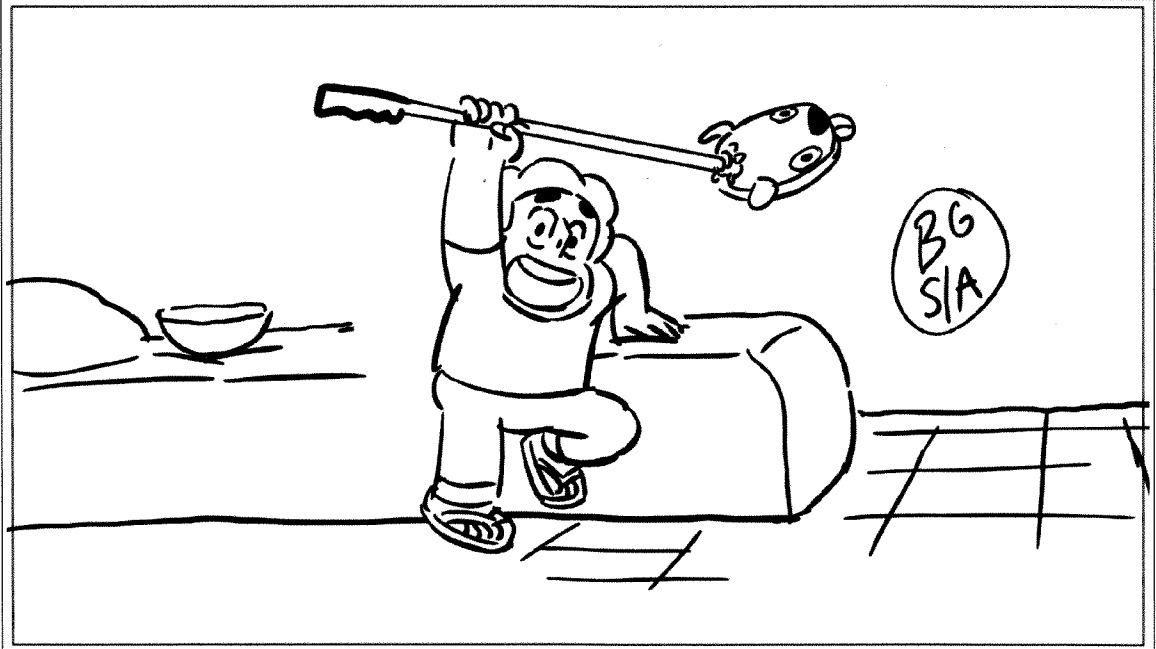
Scene 115 Panel 6
CONT



Dialog
STEVEN: METAL

Slugging
Panels 6 + 7 = 0.14

Scene 115 Panel 7
CONT



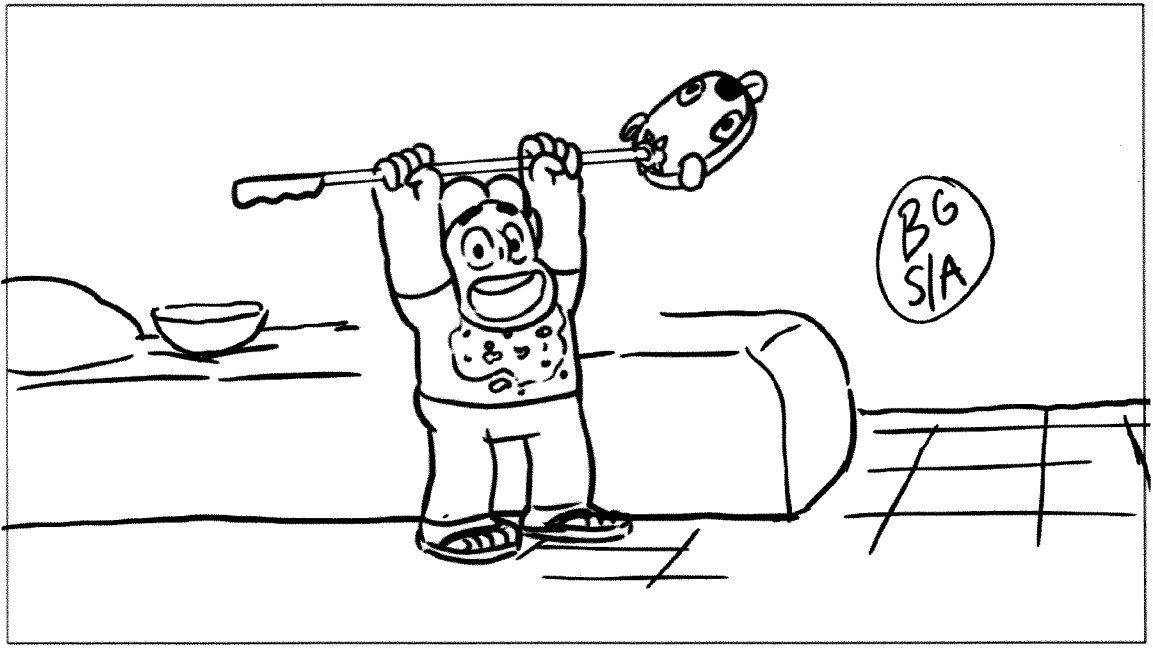
Dialog
STEVEN: METAL

Action Notes
Steven jumps off of his bed.
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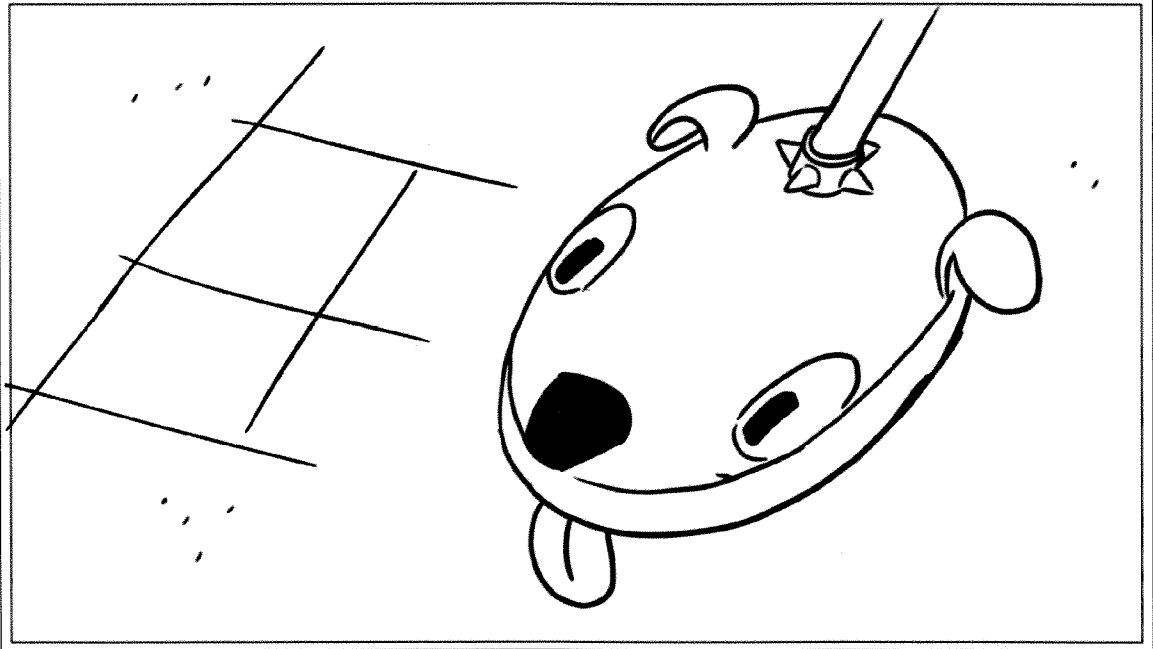
Scene 115 Panel 8



Dialog
STEVEN: MUTT!

Slugging
1.08

Scene 116 Panel 1

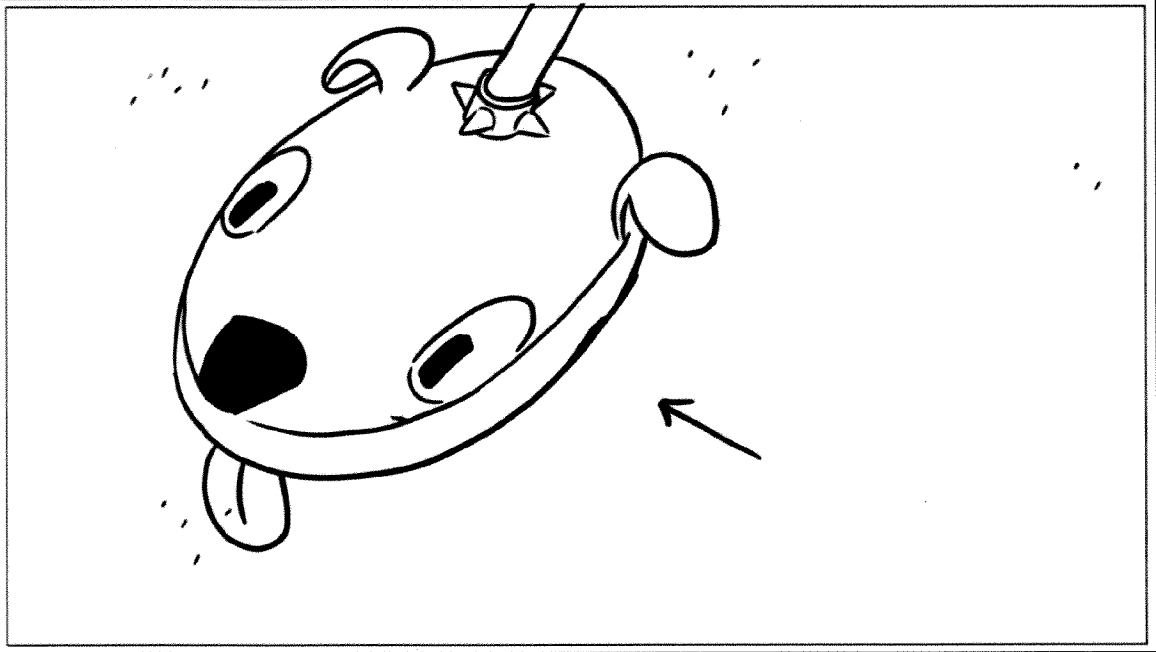


Dialog
STEVEN: SNIFF ME OUT SOME QUARTERS METAL MUTT!

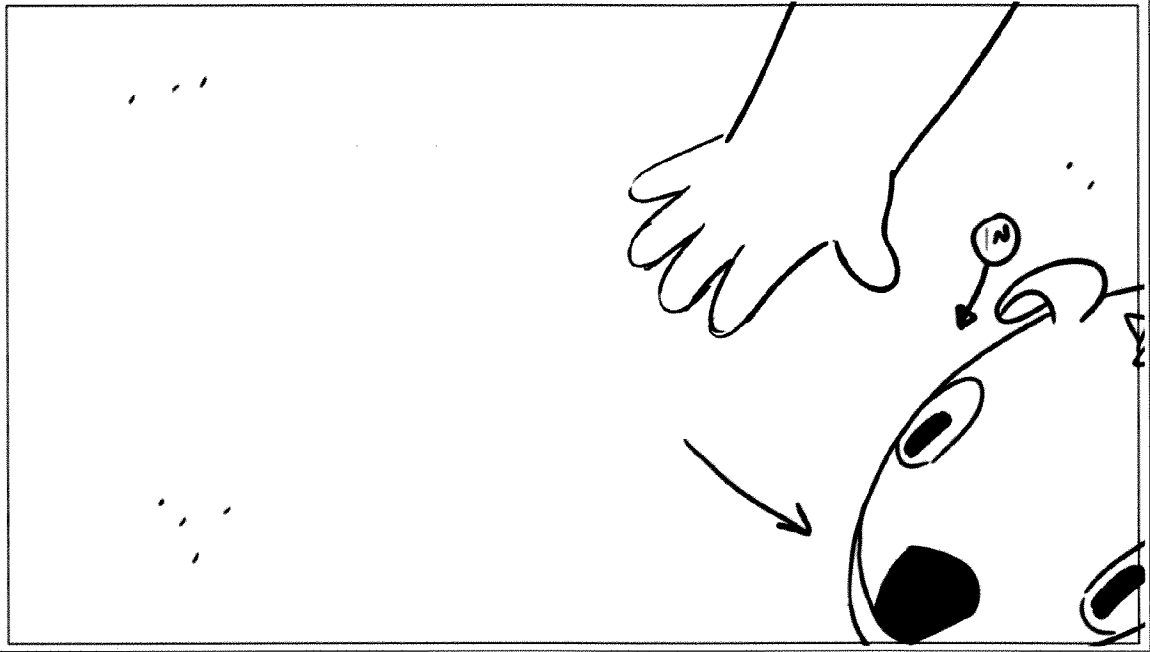
Action Notes
Panels 1 + 2 x 2

Slugging
Panels 1 + 2 = 1.08
Total frames for repeat: 4.14

Scene 116 cont Panel 2



Scene 116 cont Panel 3

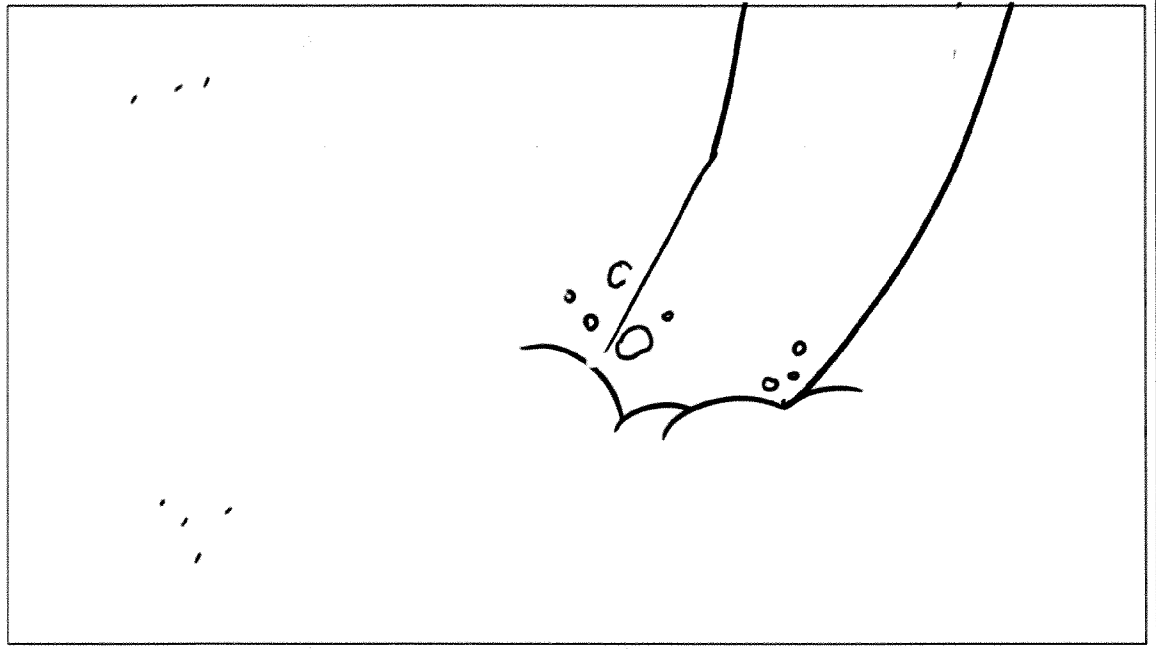


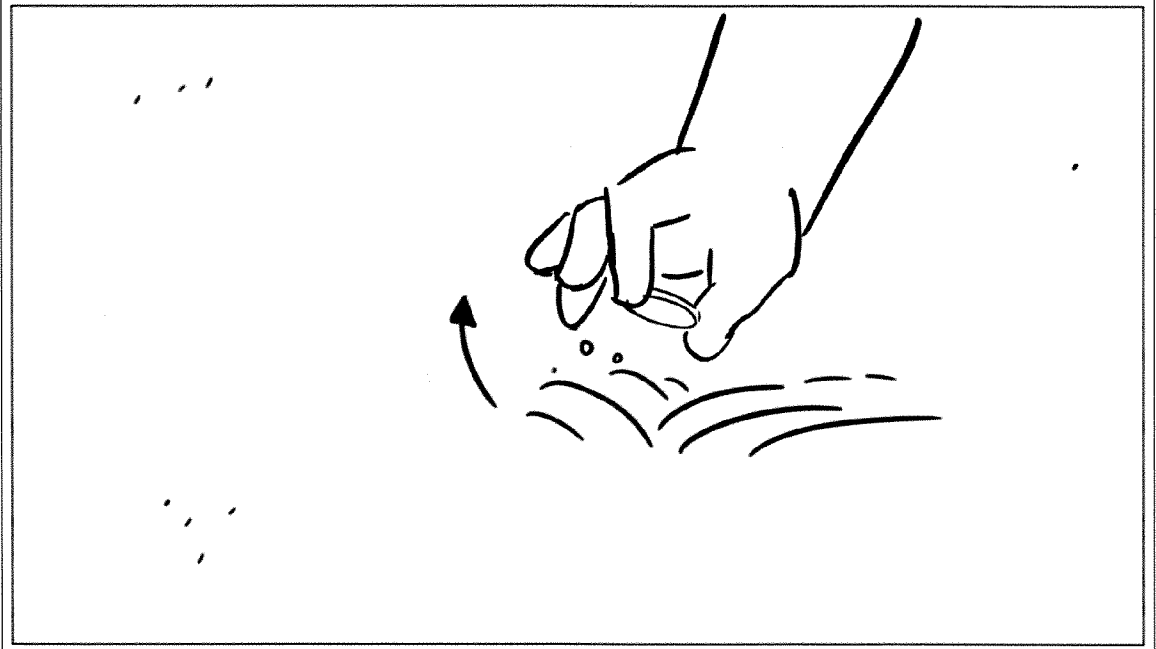
Action Notes
Steven's hand reaches in..
JUN 17 2013

Slugging
0.07

1020.009

1020.009

Scene	116	Panel	4
			
<p>Action Notes and into the sand.</p>			
<p>Slugging 0.14</p>			

Scene	116	Panel	5
			
<p>Dialog STEVEN: SILVER DOLLAR??</p>			
<p>Action Notes He pulls a coin out of the sand.</p>			
<p>Slugging Panels 5 + 6 = 2.13</p>			

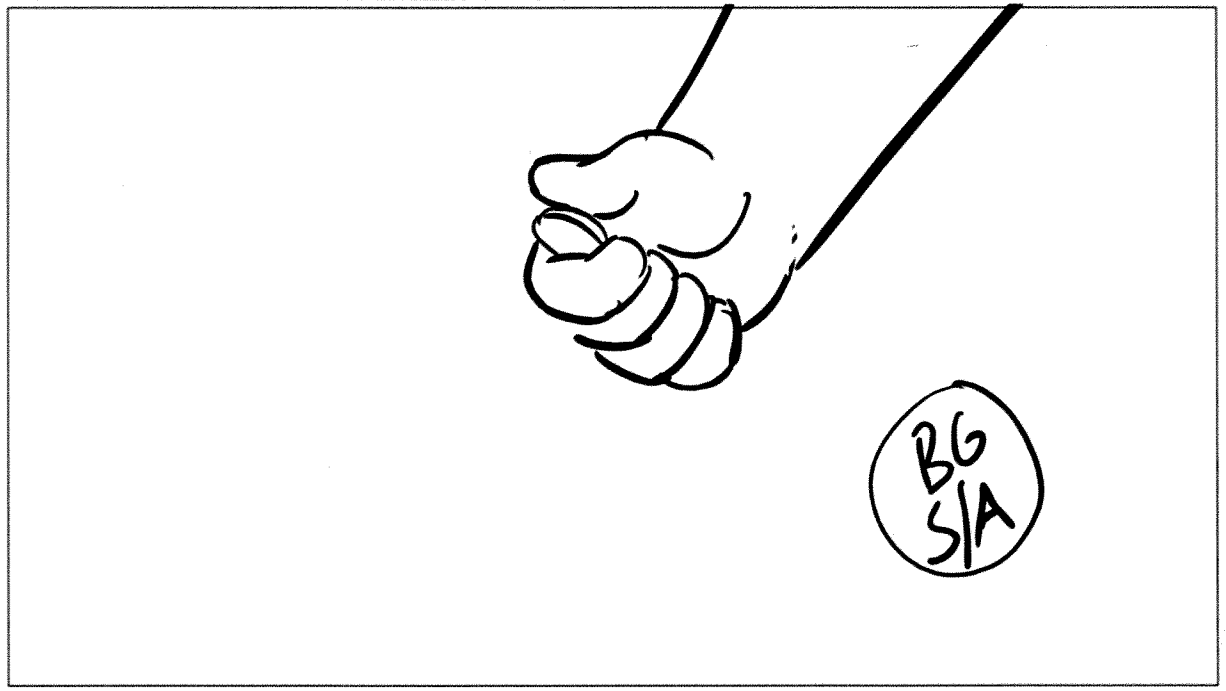
1020.009

600.0701

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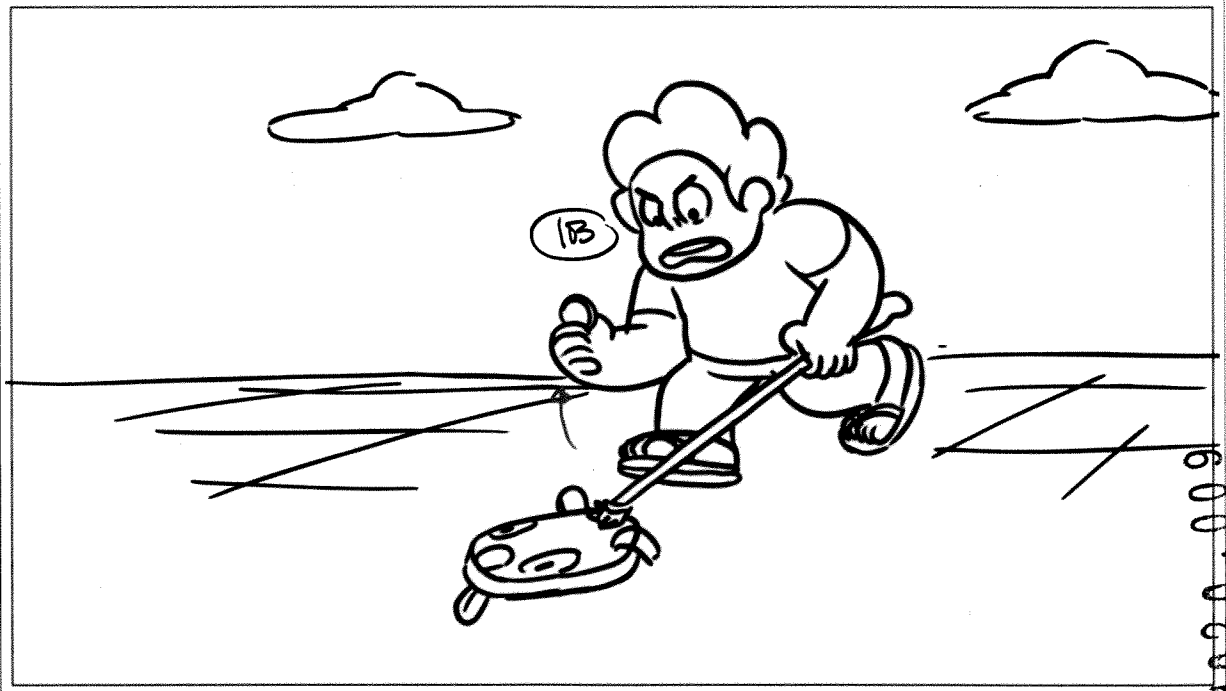
1020.009

Scene 116 Panel 6



Dialog
STEVEN: SILVER DOLLAR??

Scene 117 Panel 1



Action Notes
Steven looks at the coin...



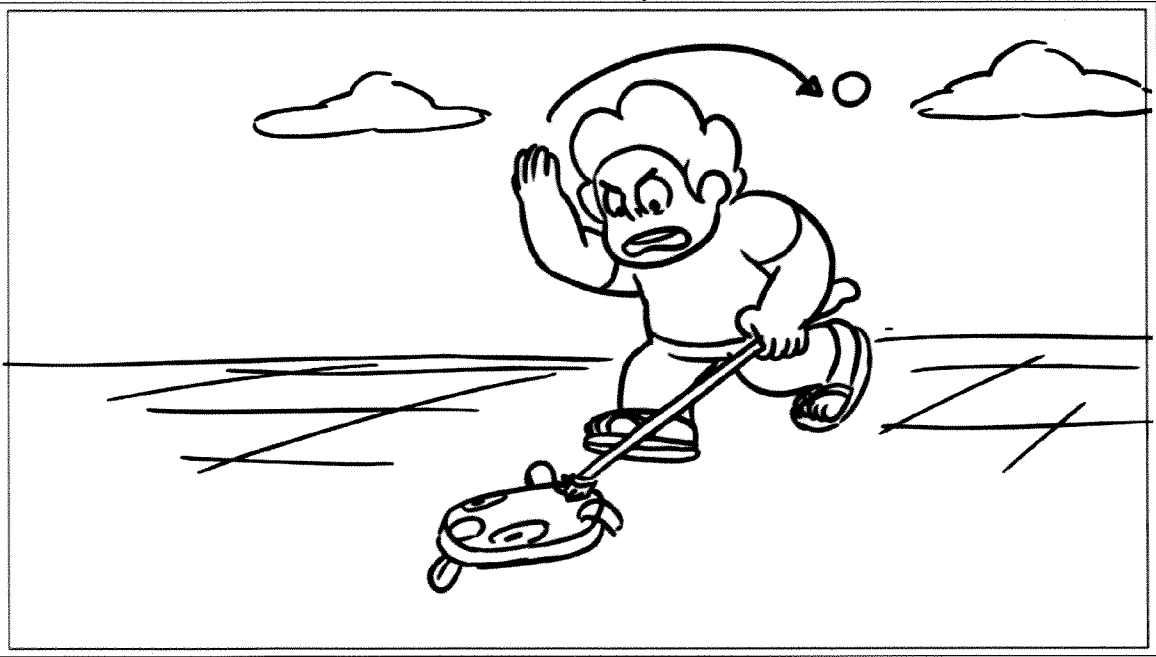
Slugging
0.06

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1020.009

1020.0201

1020.009

Scene	117	Panel	2
			
Dialog STEVEN: USELESS.			
Action Notes and tosses it away.			
Slugging Panels 2 + 3 = 2.00			

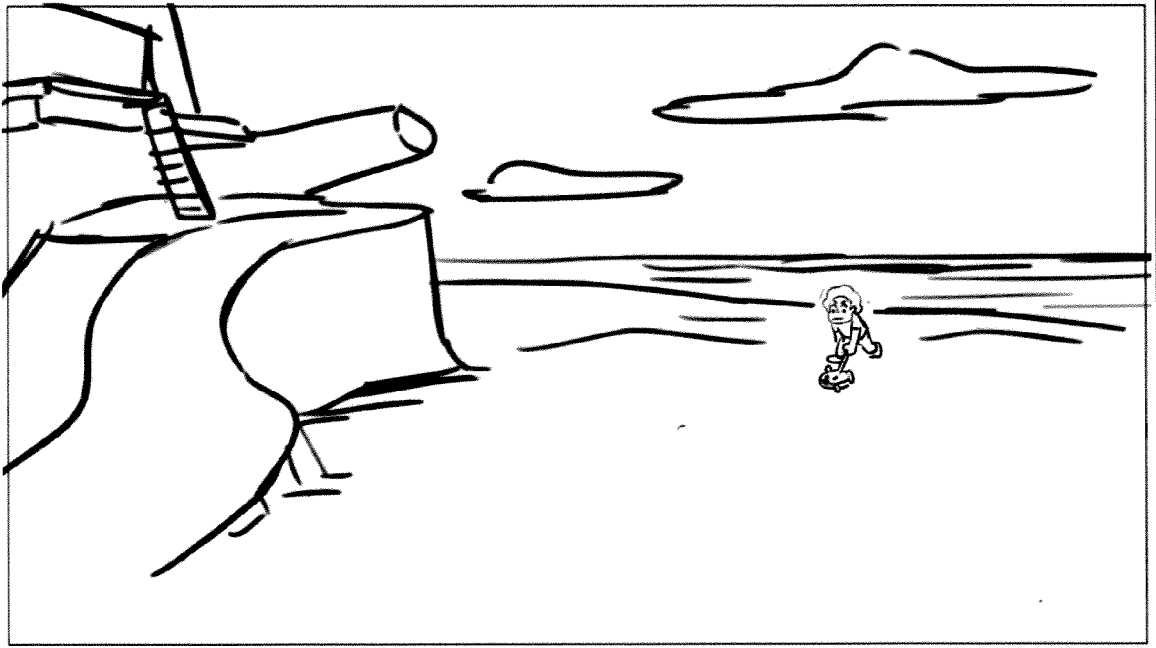
Scene	117	Panel	3
			
Dialog STEVEN: USELESS.			
Action Notes and tosses it away.			
JUN 17 2013			

1020.009

1020.009

1020.009

Scene	Panel
118	1



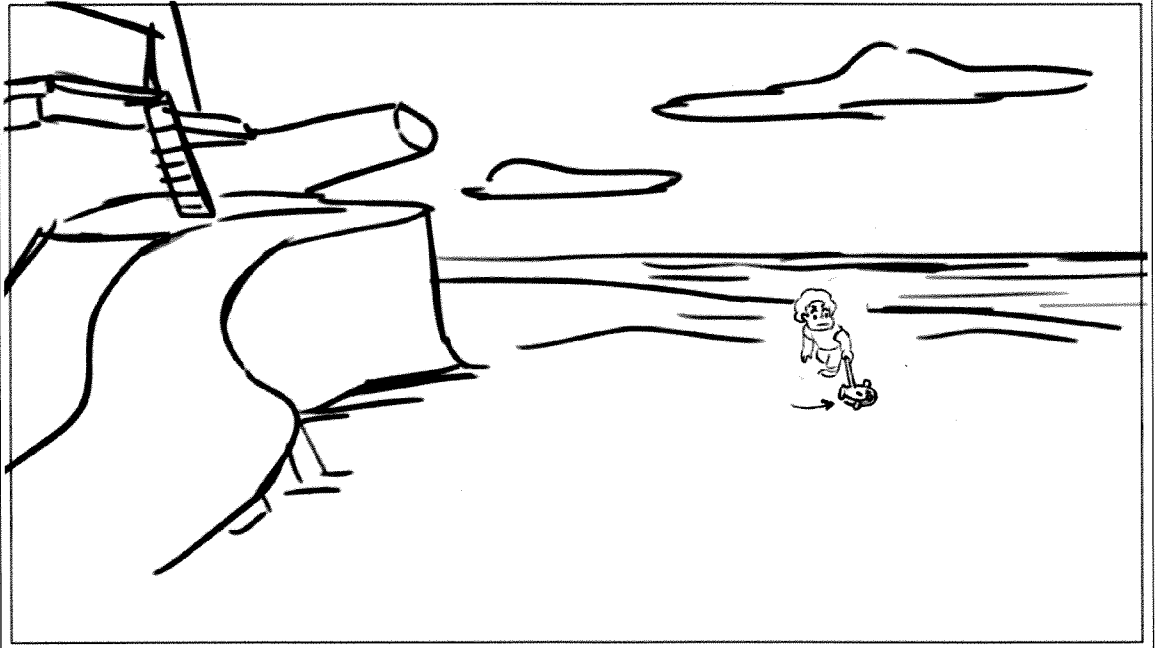
Dialog

STEVEN: COME ON...

Slugging

Panels 1 to 3 = 2.02

Scene	Panel
118	2



Dialog

STEVEN: COME ON...

Action Notes

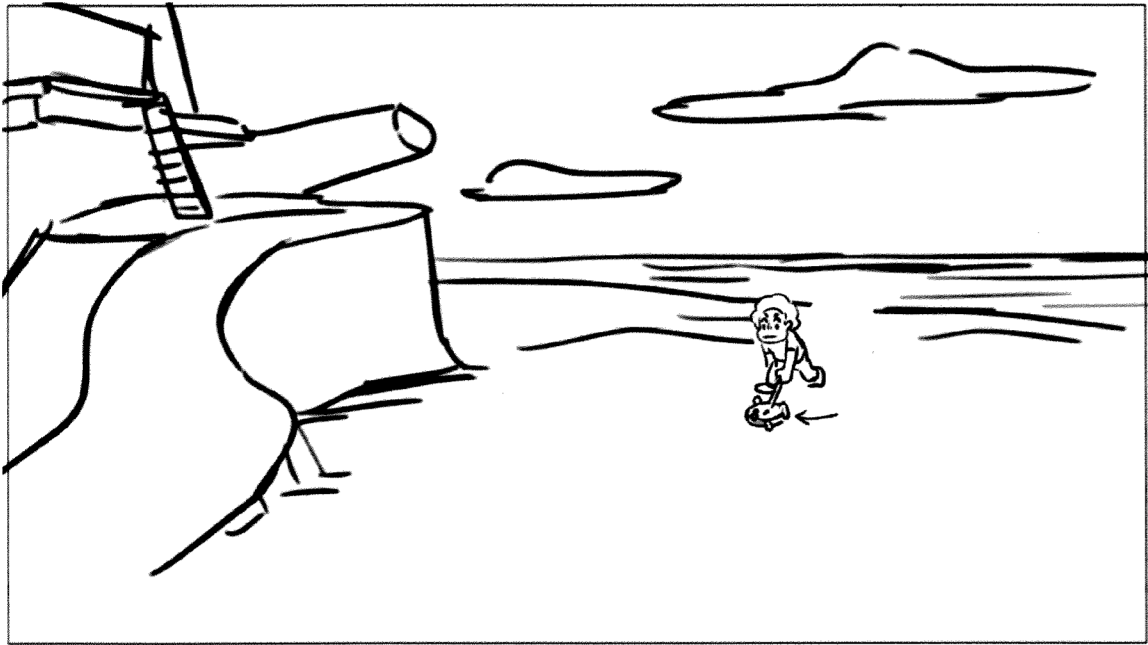
Steven walks uo the beach.

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1020.009

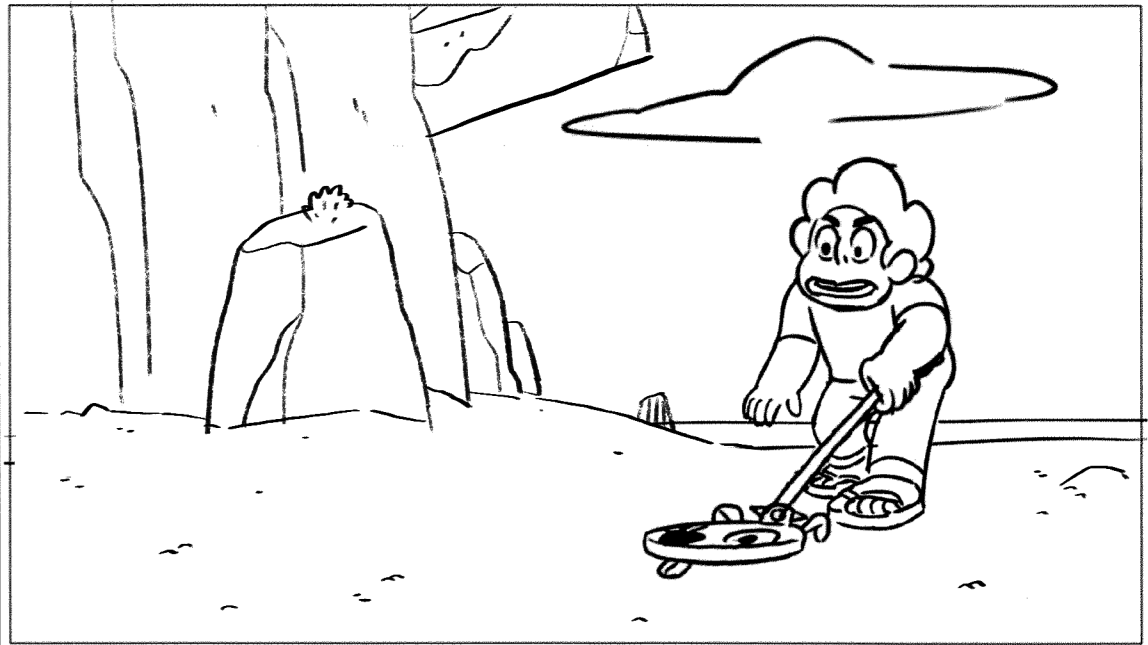
1020.009

Scene 118 Panel 3



Dialog
STEVEN: COME ON...

Scene 119 Panel 1



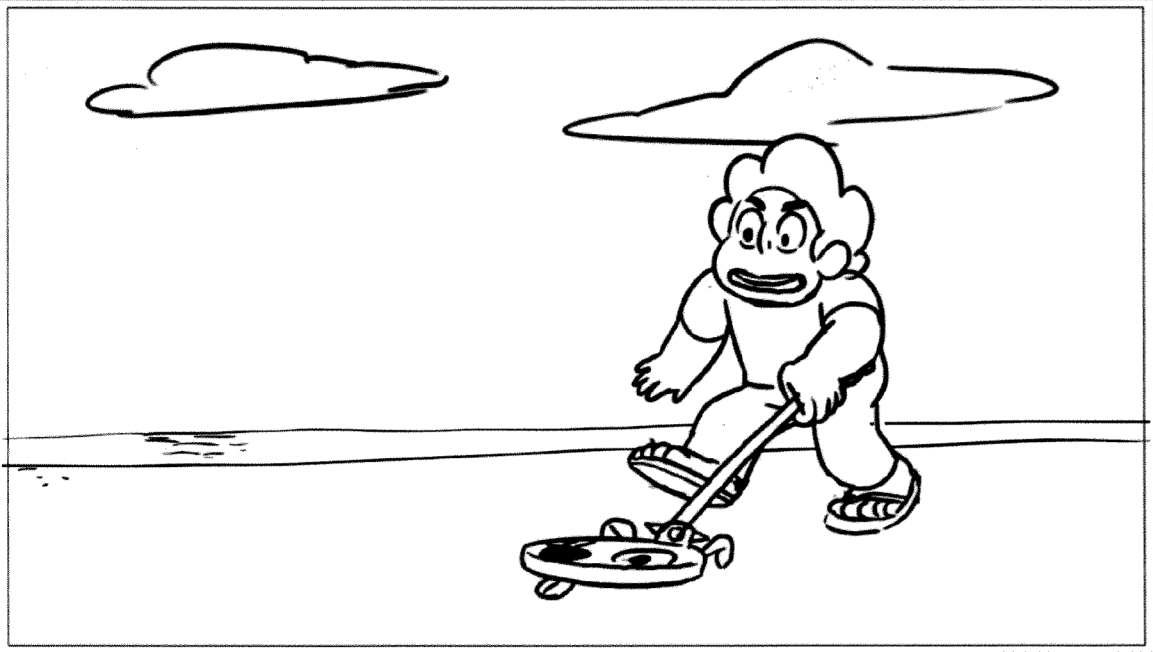
Dialog
STEVEN: COME ONN...

Slugging
Panels 1 + 2 = 2.05
JUN 17 2013

1020.009

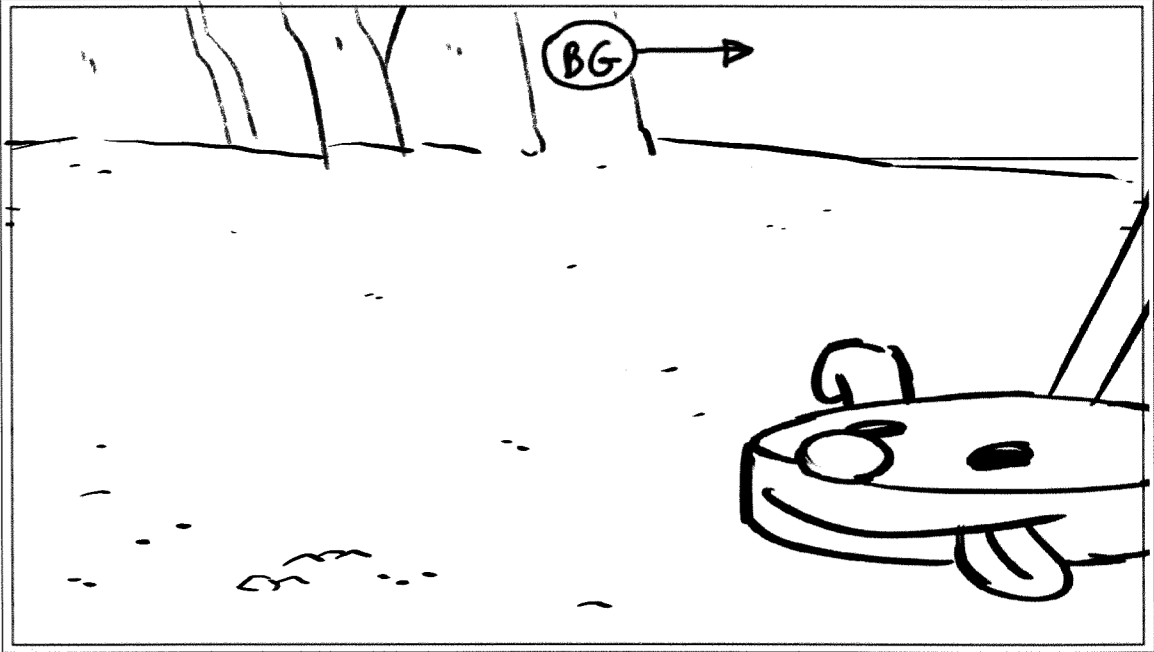
1020.009

Scene 119 Panel 2



Dialog
STEVEN: COME ONN...

Scene 120 Panel 1



Action Notes
And continues to scan with metal detector.

Slugging
1.02

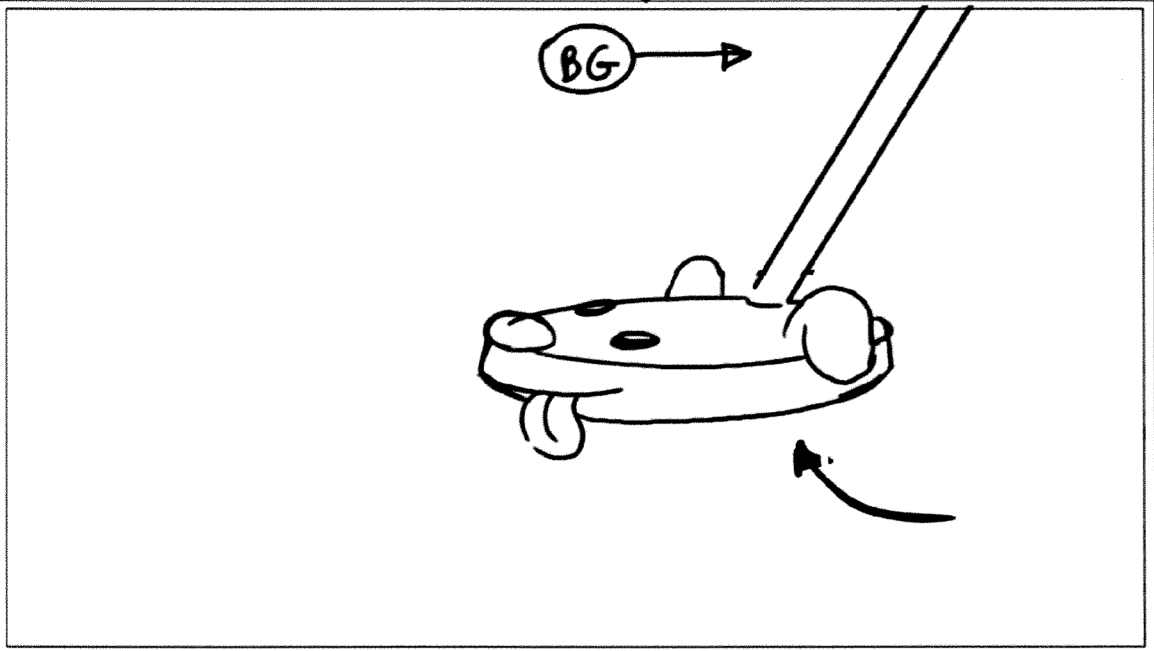
JUN 17 2013

1020.009

1020.009

1020.009

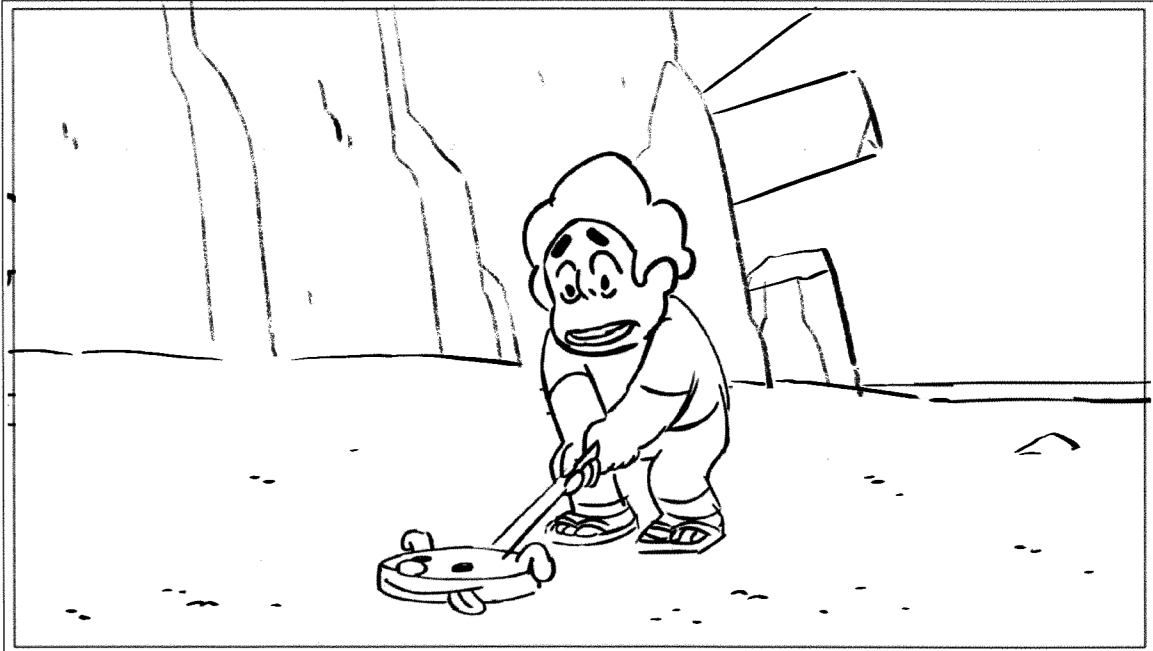
Scene 120 *cont* Panel 2



Dialog
STEVEN: THIS BETTER NOT BE ANOTHER CAT.

Slugging
3.11

Scene 121 Panel 1



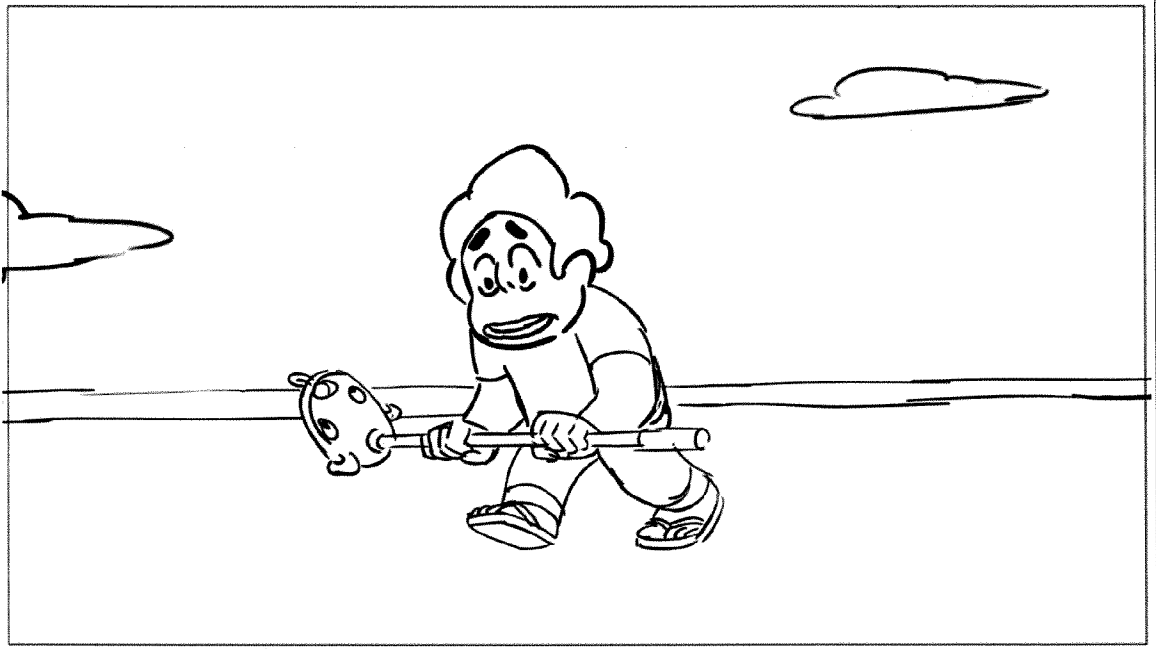
Slugging
Panels 1 to 3 = 0.14

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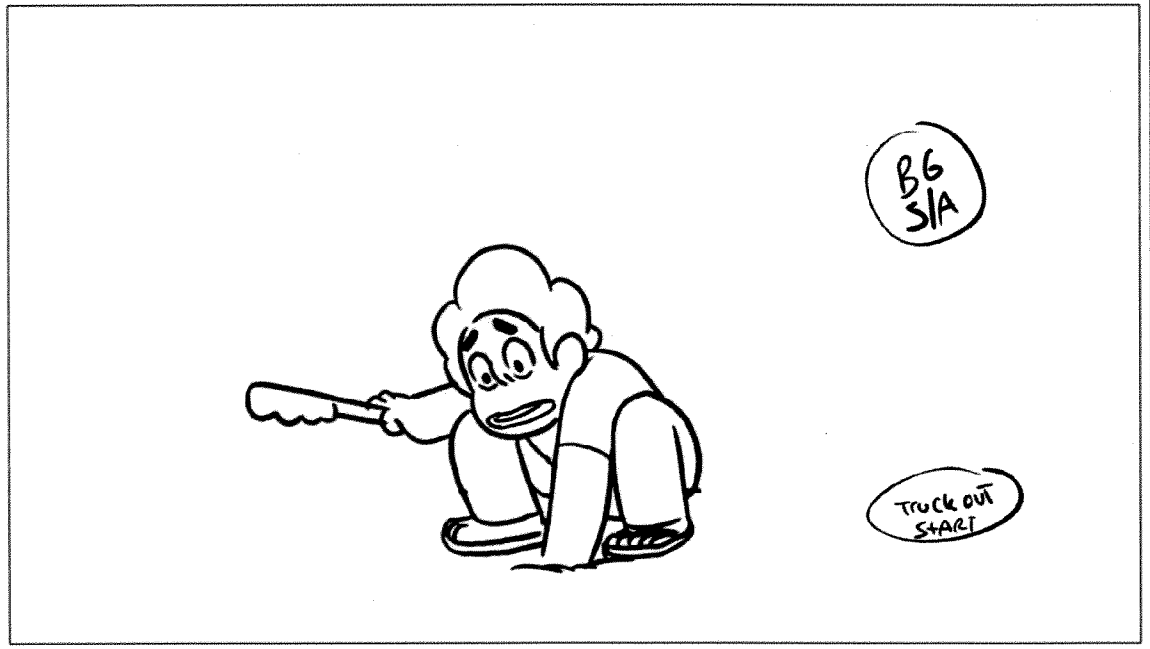
1020.009

1020.009

Scene 121 Panel 2



Scene 121 Panel 3



Action Notes
Steven reaches into sand...

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1020.009

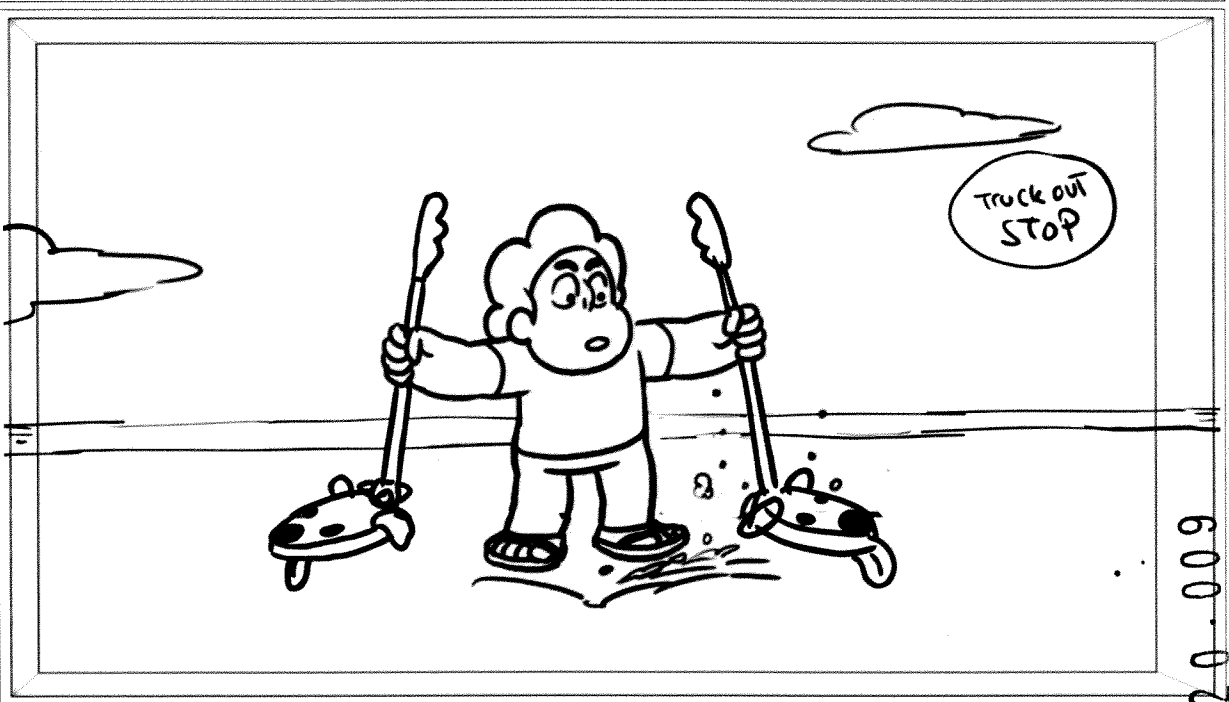
Scene 121 Panel 4
CONT POS B



Action Notes
Start truck out.

Slugging
ADJ: 0.08

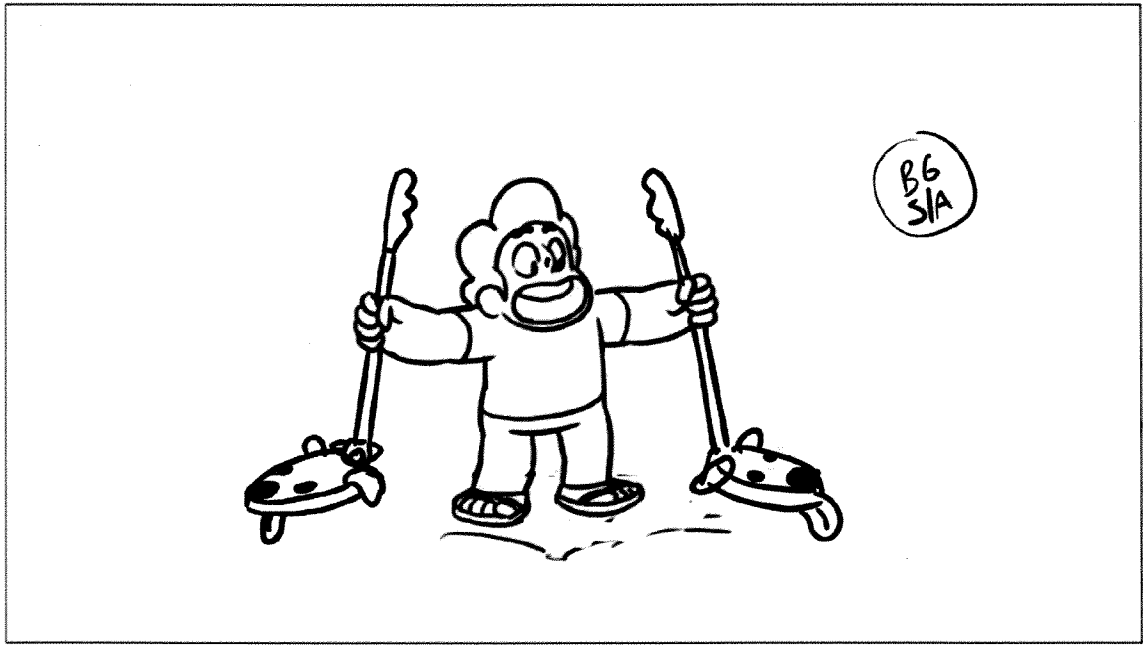
Scene 121 Panel 5
CONT



Action Notes
stop truck out.
Steven finds another metal detector.

Slugging
ADJ: 0.06
JUN 17 2009

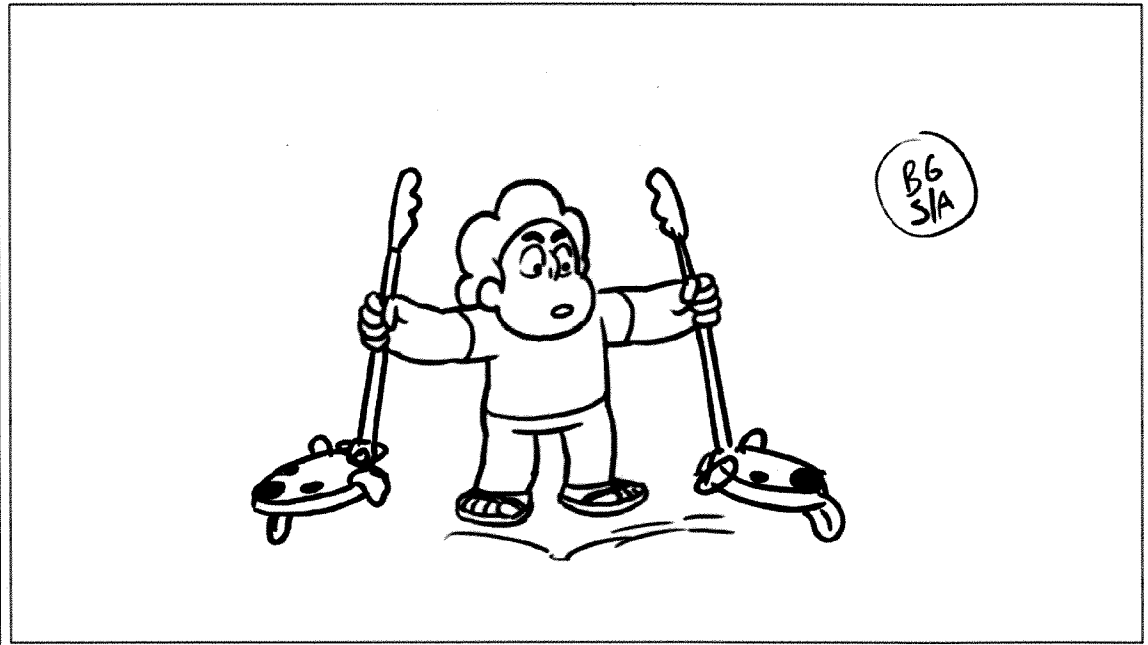
Scene 121 Panel 6
CONT



Dialog
STEVEN: DOUBLE DOGS!

Slugging
3.02

Scene 121 Panel 7
CONT



Slugging
2.04

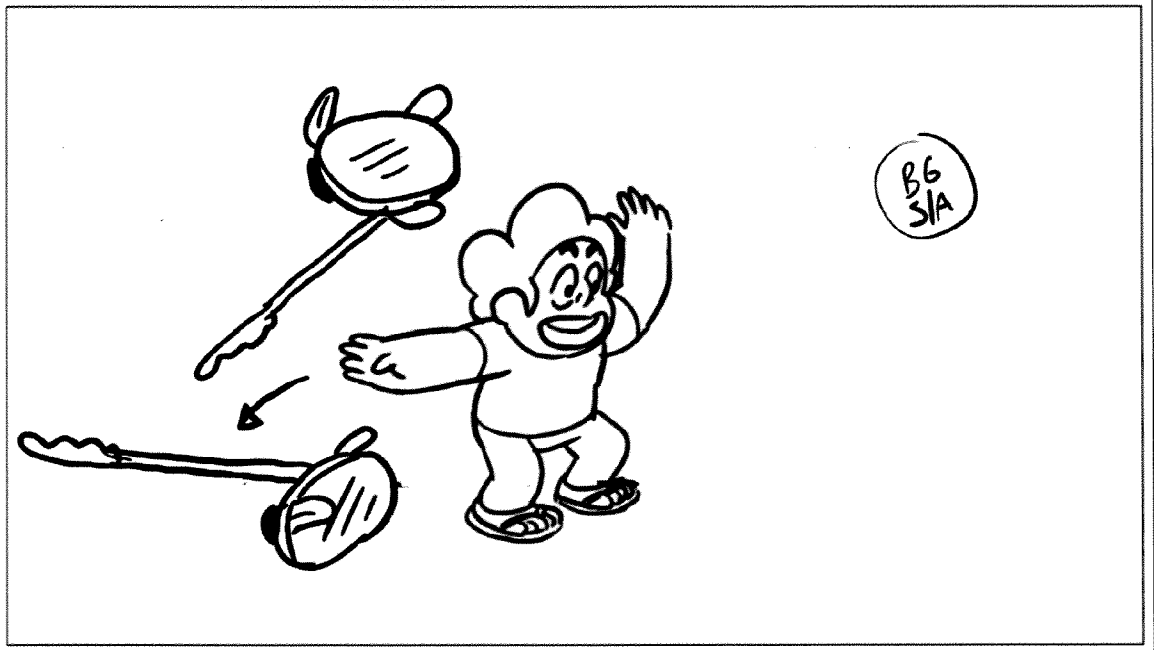
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1020.009

1020.009

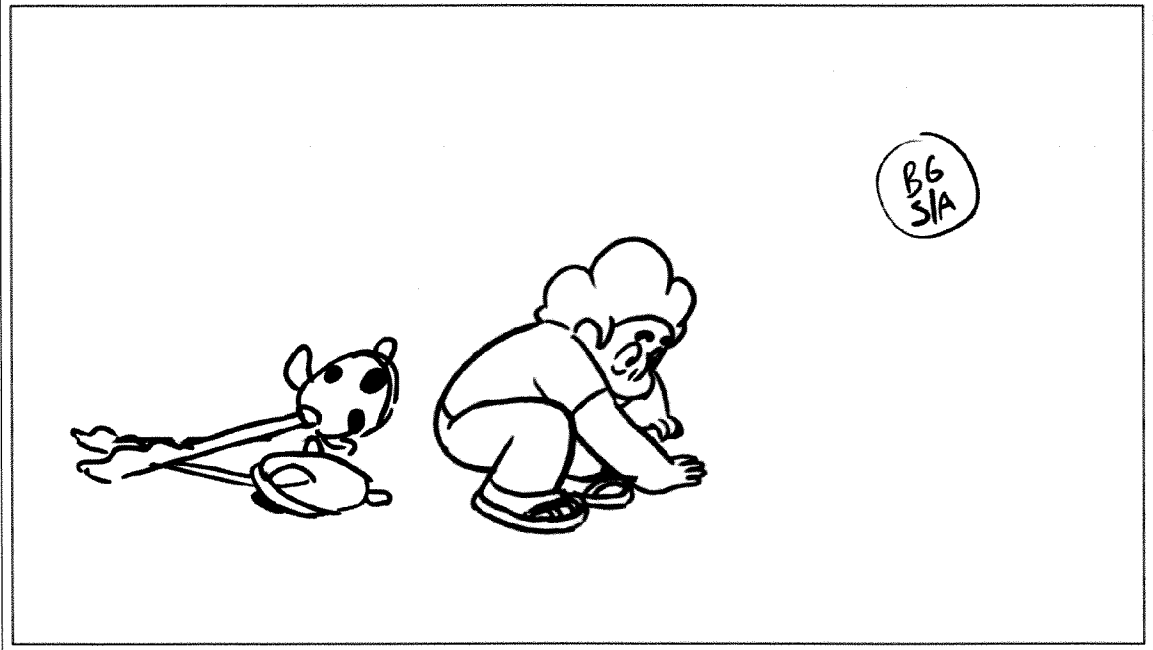
Scene 121 Panel 8
CONT



Action Notes
He tosses the metal detectors.

Slugging
0.05

Scene 121 Panel 9
CONT

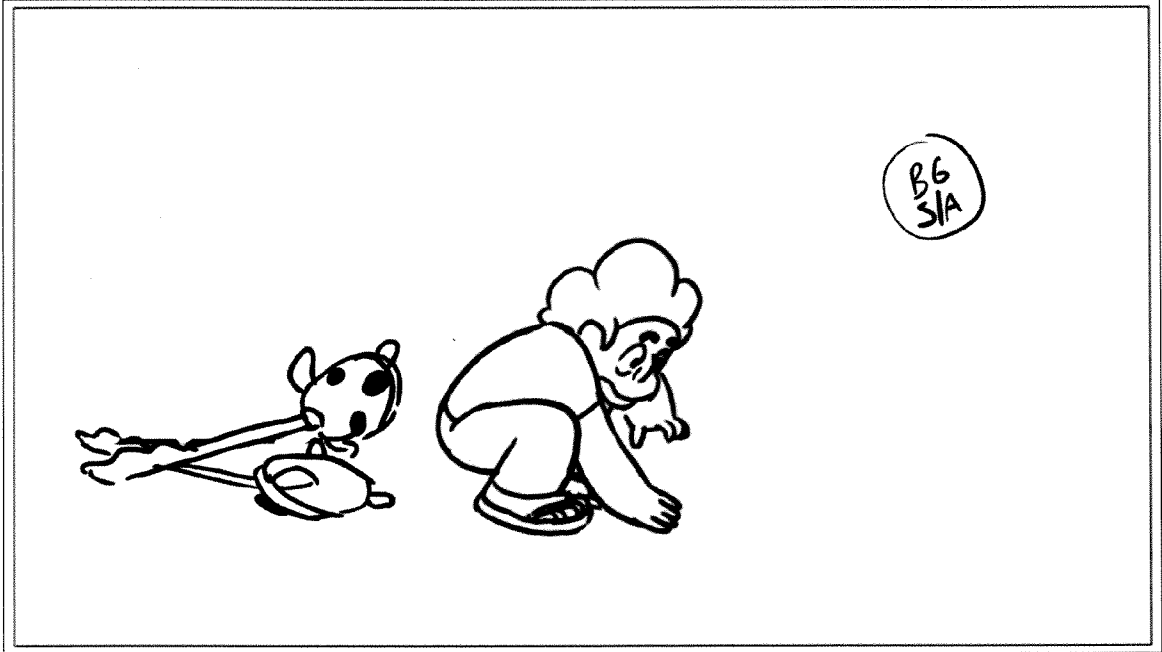


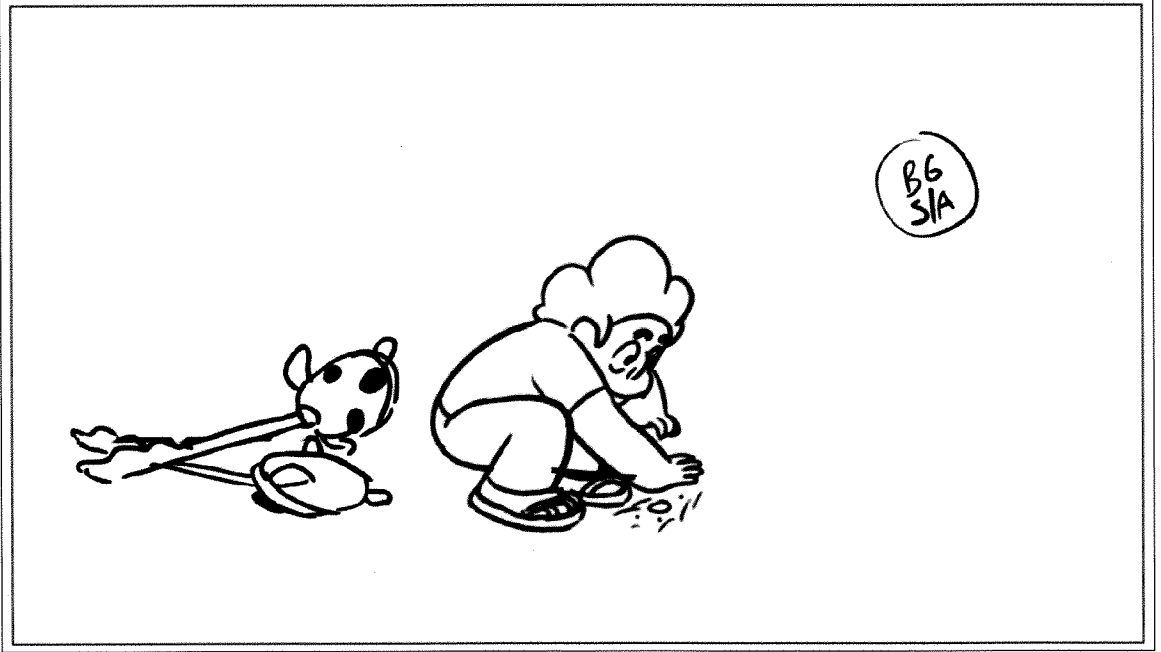
Slugging
0.04

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1020.009

Scene	121	Panel	10
			
<p>Action Notes</p> <p>Steven pushes away sand...</p>			
<p>Slugging</p> <p>0.06</p>			

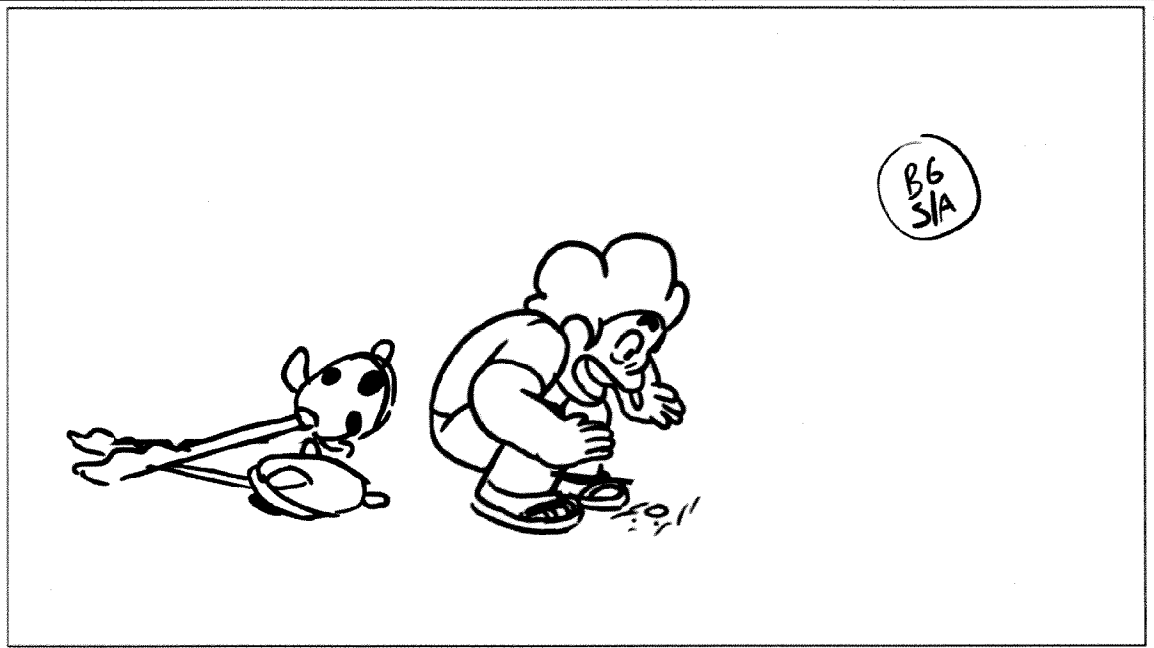
Scene	121	Panel	11
			
<p>Action Notes</p> <p>and finds another coin.</p>			
<p>Slugging</p> <p>0.06</p> <p>JUN 17 2013</p>			

1020.009

1020.009

Scene	Panel
121	12

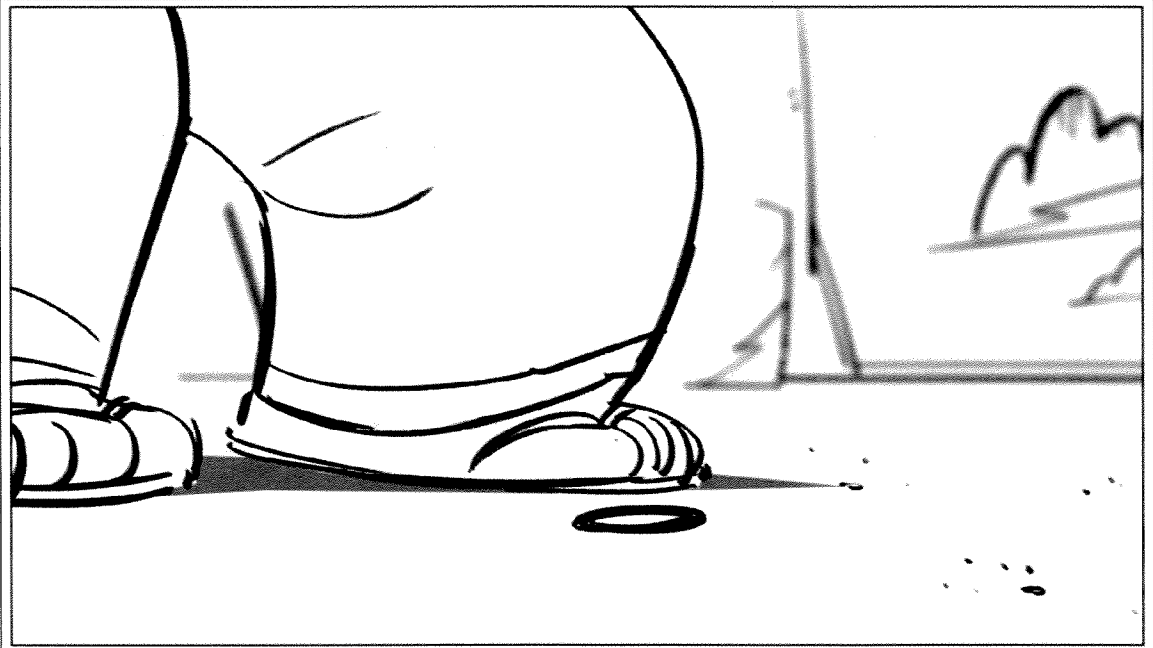
CONT



Dialog
STEVEN: QUARTERS!

Slugging
1.07

Scene	Panel
122	1



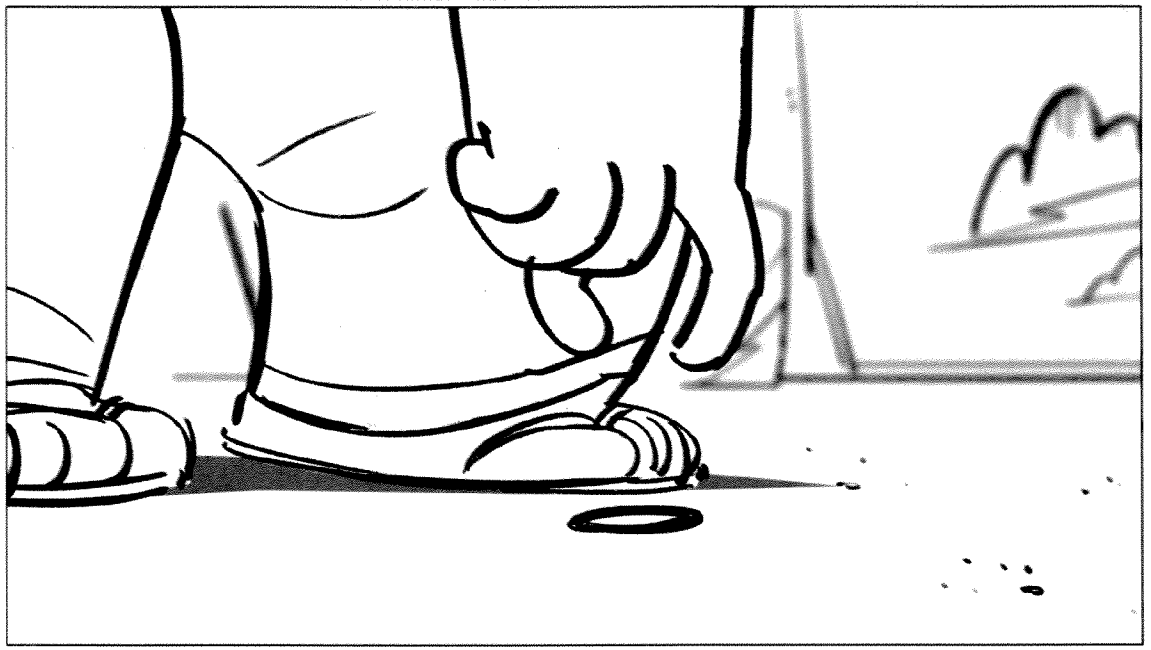
Slugging
0.05

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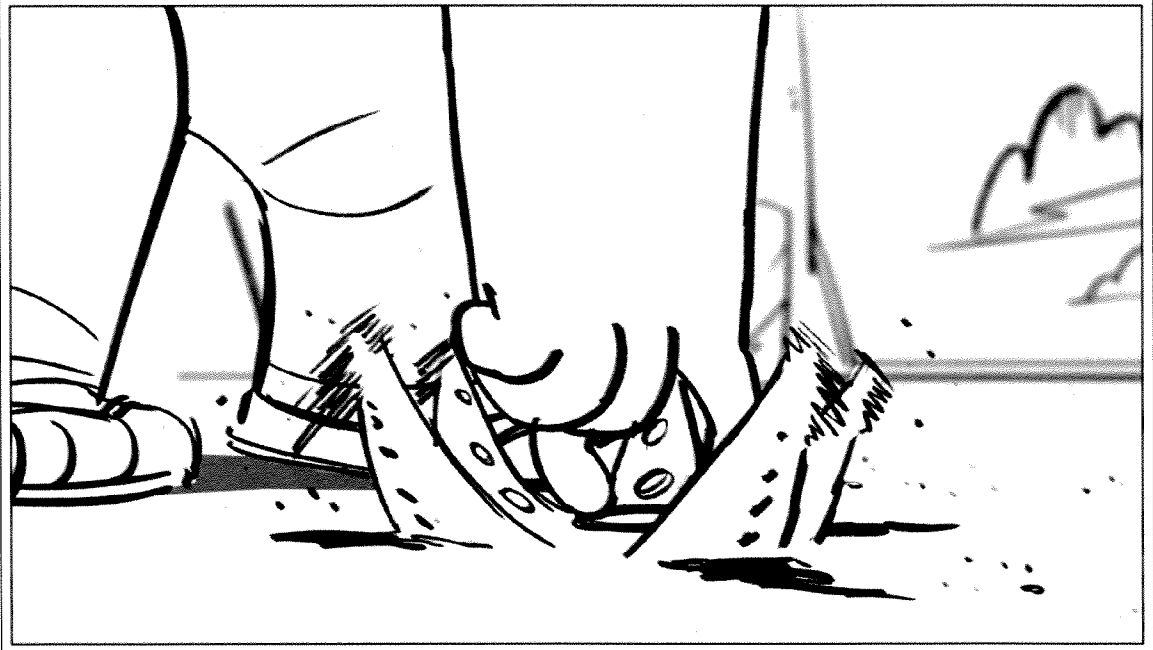
Scene	122	Panel	2
		CONT	



Action Notes
Steven's hand comes into frame to pick up quarter

Slugging
0.05

Scene	122	Panel	3
		CONT	



Action Notes
Star burst out of sand around steven's hand

Slugging
0.05

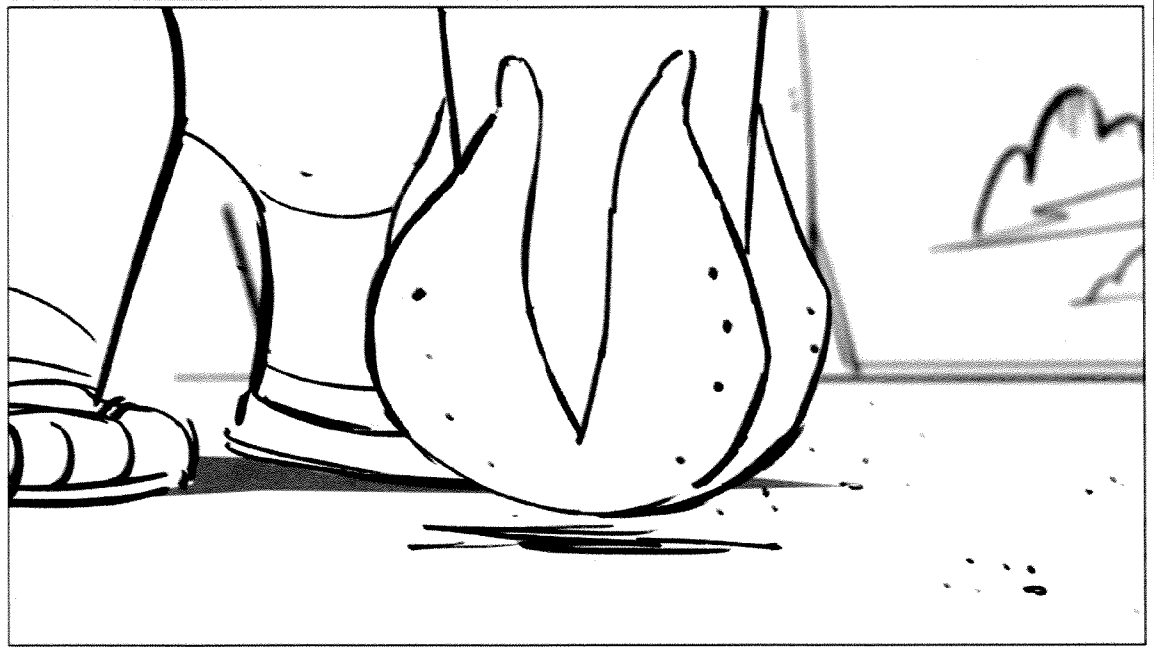
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1020.009

1020.009

Scene	Panel
122	CONT 4



Slugging
0.05

Scene	Panel
123	1



Slugging
0.05

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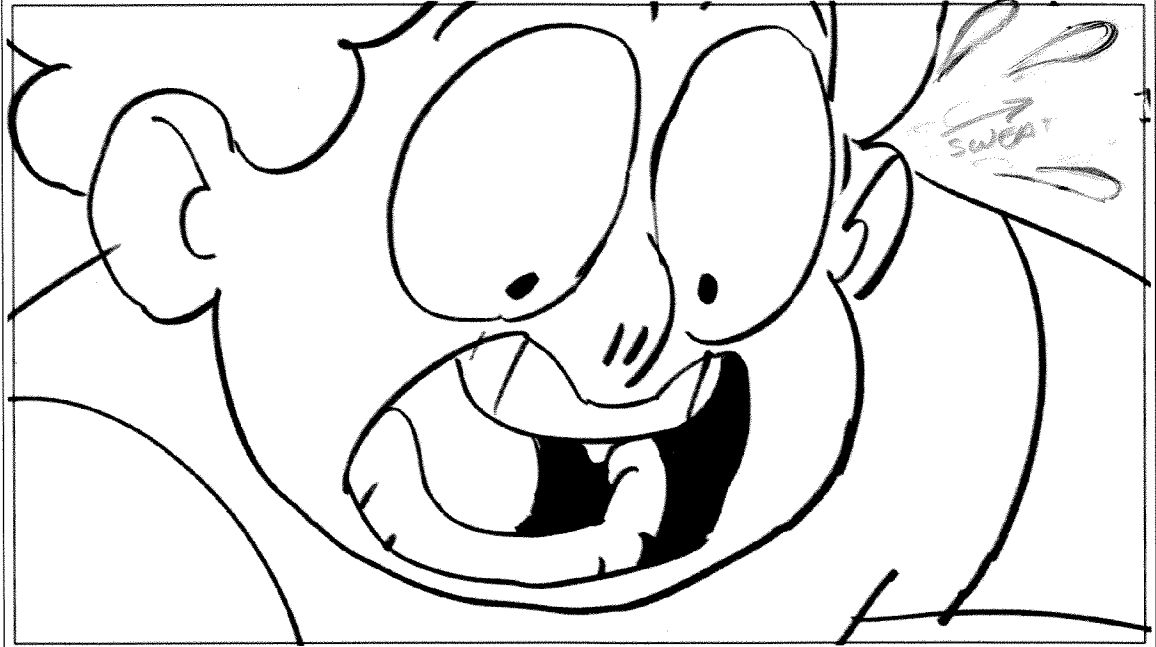
1020.009

Scene	Panel
123	CONT 2



Slugging
0.05

Scene	Panel
123	CONT 3



Dialog
STEVEN: AHH!

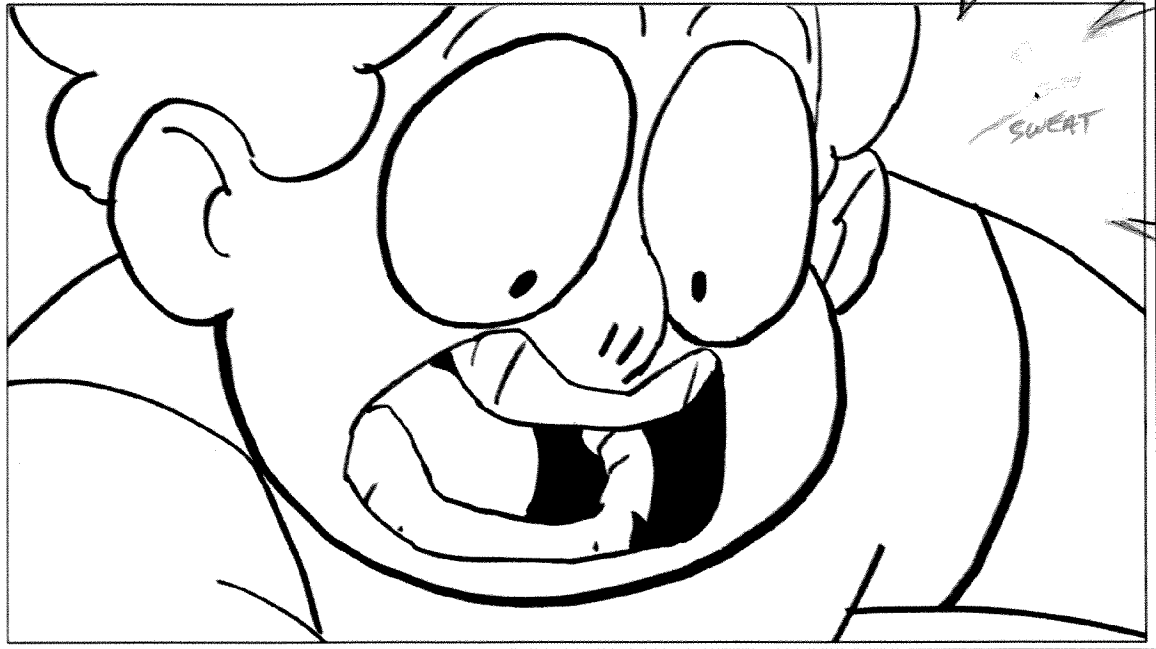
Slugging
0.05

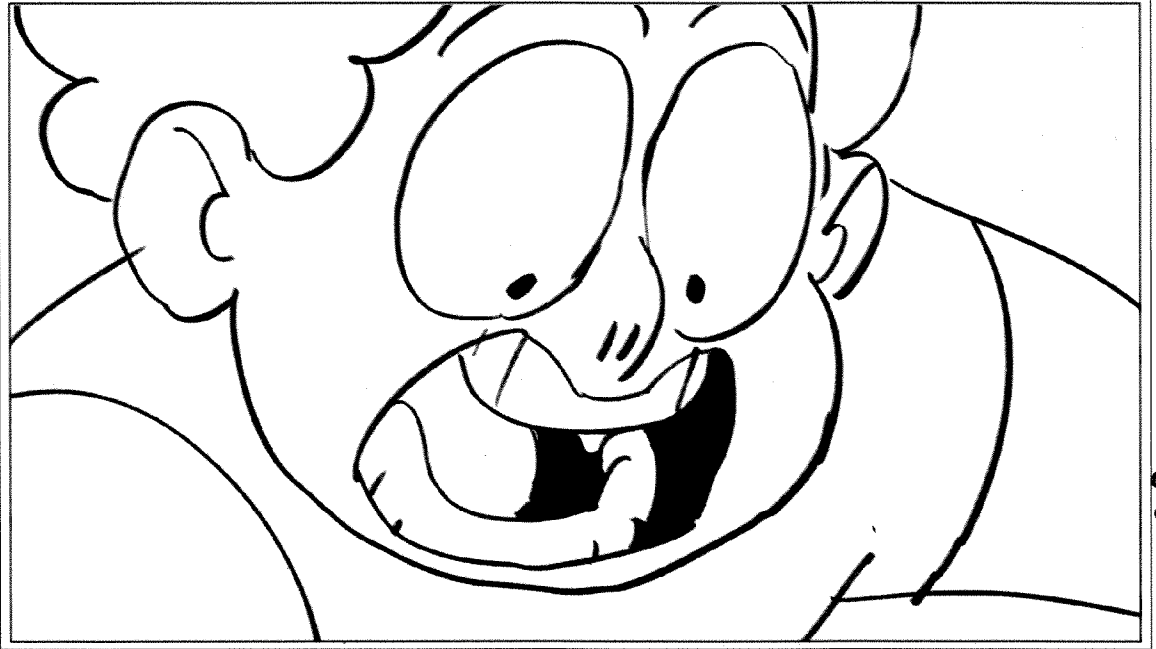
JUN 17 2003

1020.009

1020.009

1020.009

Scene	123	Panel	4
<i>cont</i>			
			
Dialog STEVEN: AHH!			
Slugging 0.05			

Scene	123	Panel	5
<i>cont</i>			
			
Dialog STEVEN: AHH!			
Slugging 0.05			

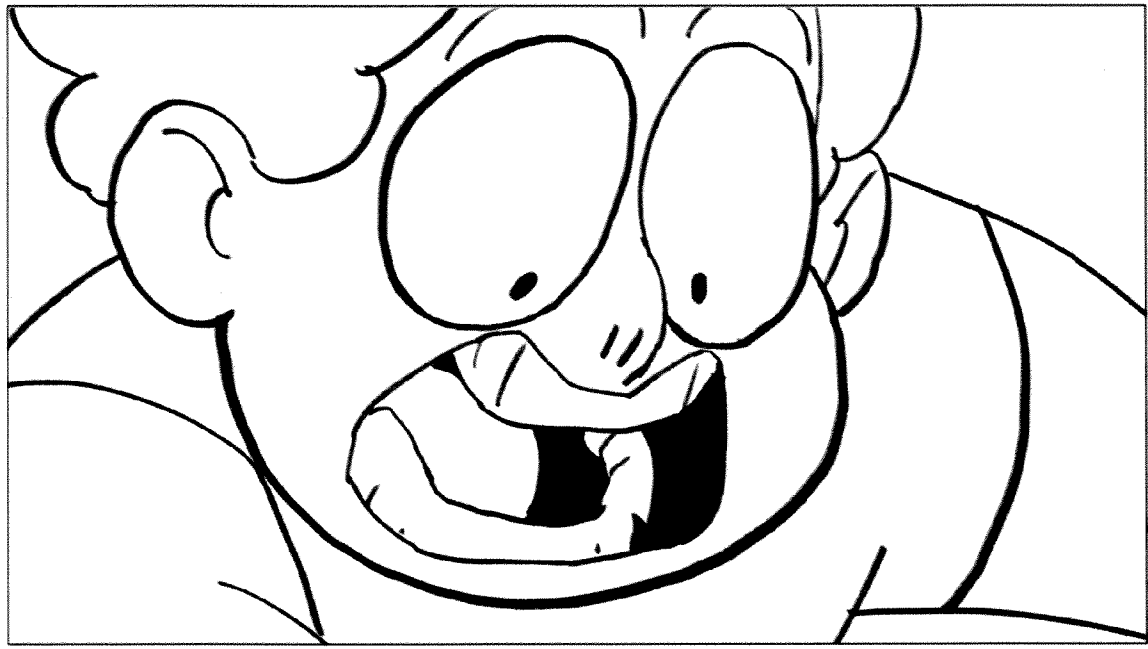
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1020.009

1020.0201

1020.009

Scene	Panel	
123	CONT	6



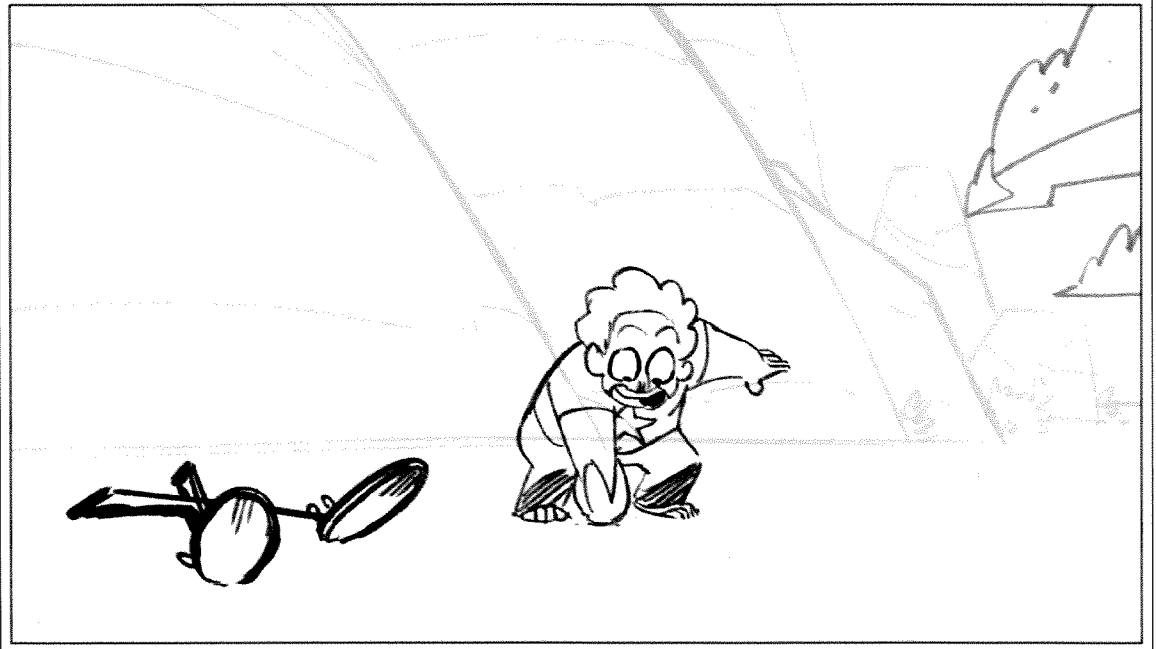
Dialog

STEVEN: AHH!

Slugging

0.05

Scene	Panel	
124		1



Dialog

STEVEN: AHH!

Slugging

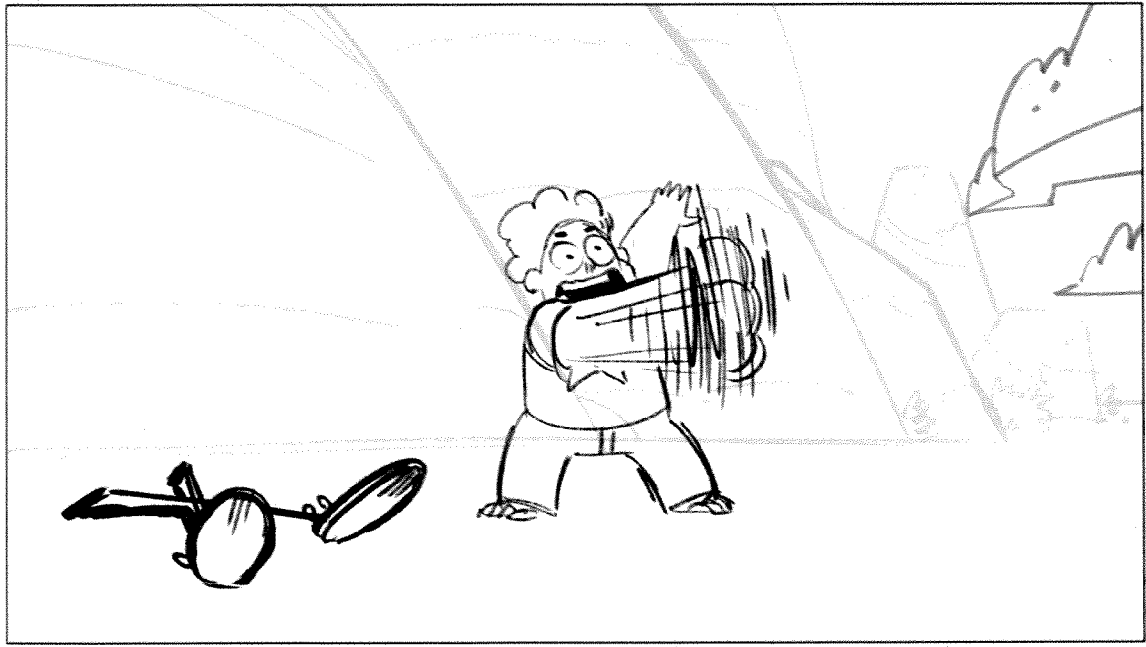
0.05

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1020.009

Scene 124 Panel 2



Dialog
STEVEN: AHH!

Action Notes
Steven panicking

Slugging
0.05

Scene 124 Panel 3



Dialog
STEVEN: AHH!

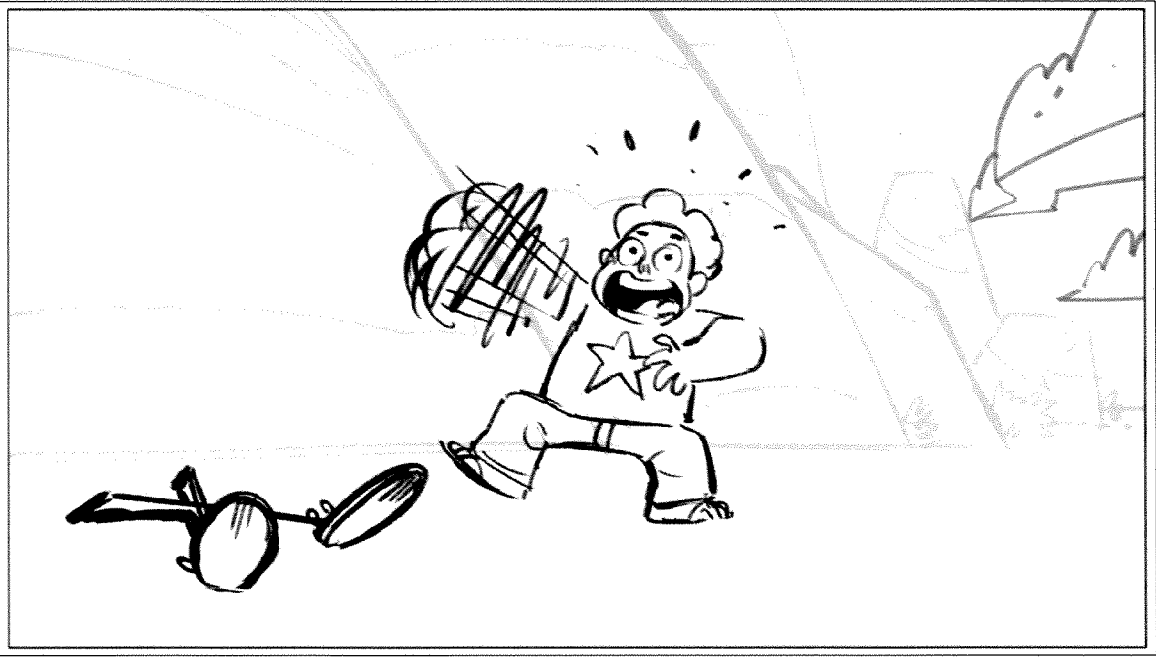
Slugging
0.05

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1020.009

1020.009

1020.009

Scene	Panel
124	4
CONT	
	
Dialog	
STEVEN: AHH!	
Slugging	
0.05	

Scene	Panel
124	5
CONT	
	
Dialog	
STEVEN: AHH!	
Slugging	
0.05	

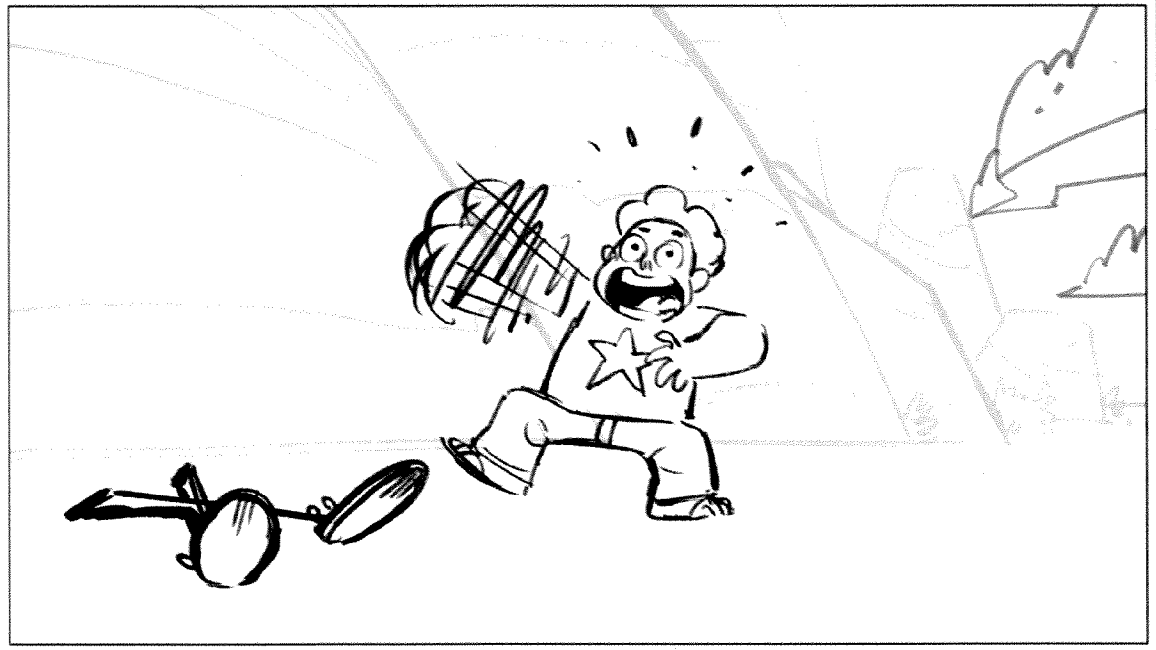
JUN 17 2013

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1020.009

1020.009

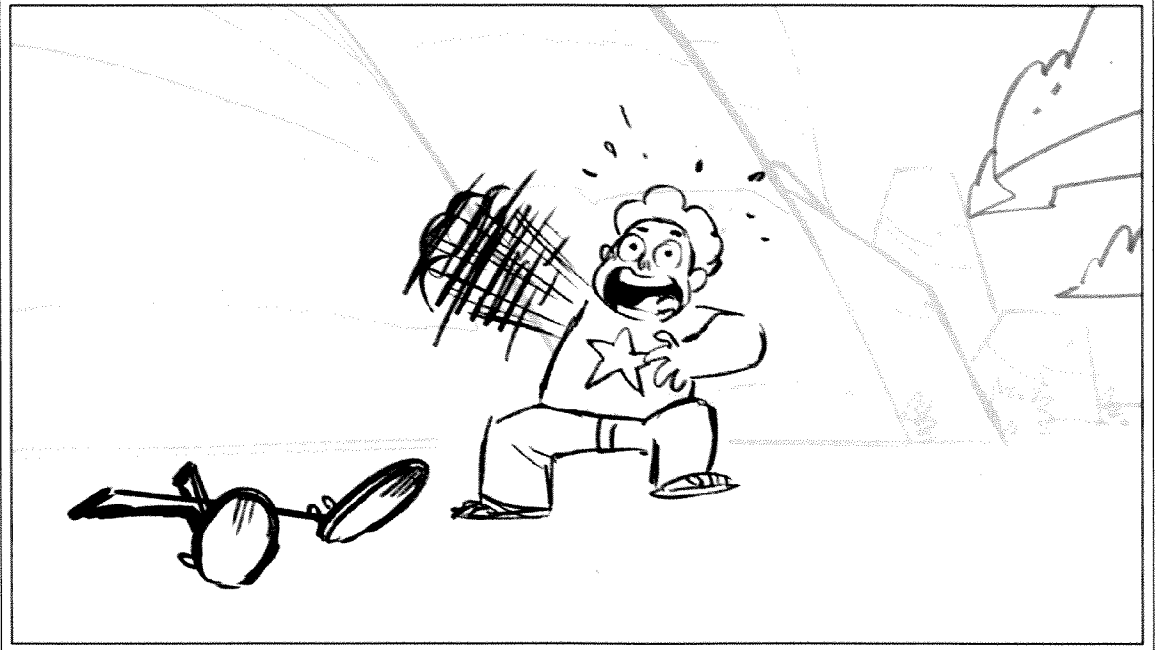
Scene	Panel
124	CONT
	6



Dialog
STEVEN: AHH!

Slugging
0.05

Scene	Panel
124	CONT
	7



Dialog
STEVEN: AHH!

Slugging
0.05

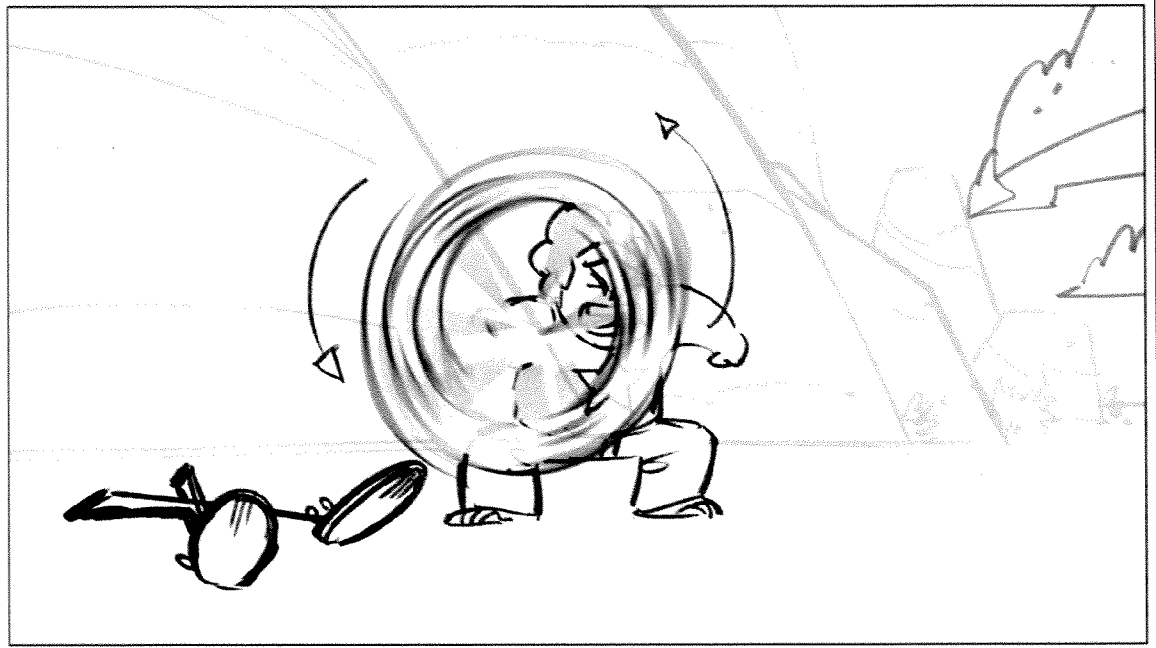
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1020.009

1020.009

1020.009

Scene	124	Panel	8
cont			



Dialog

STEVEN: AHH!

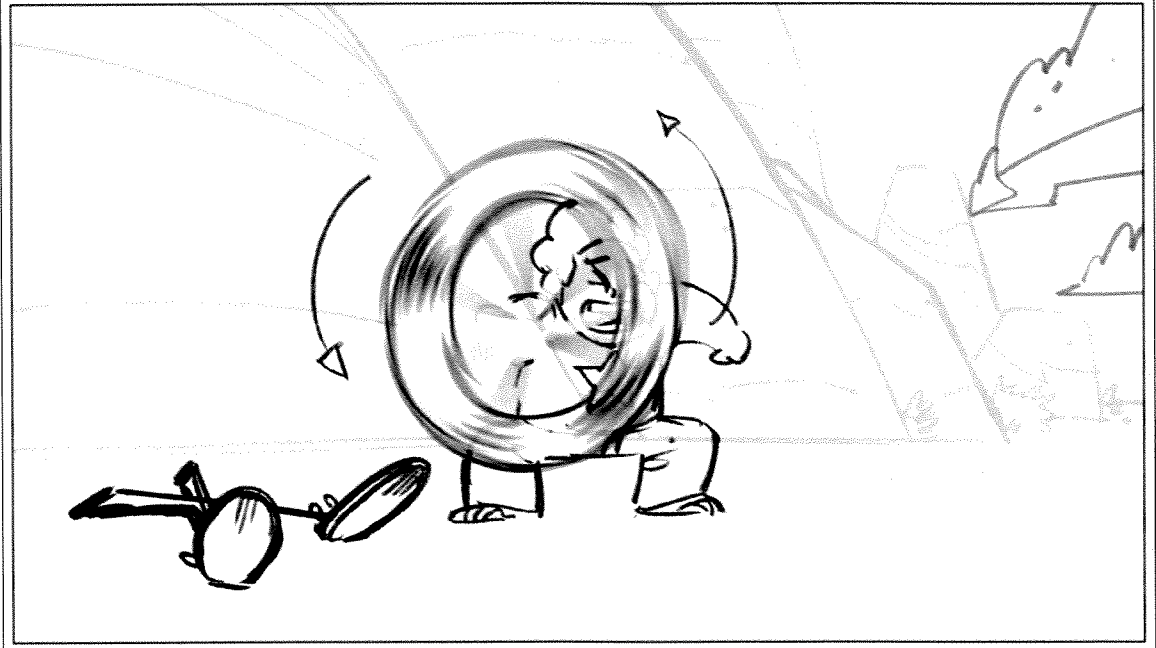
Action Notes

Steven flailing arm

Slugging

0.05

Scene	124	Panel	9
cont			



Dialog

STEVEN: AHH! HELP!

Slugging

0.05

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1020.009

1020.009

1020.009

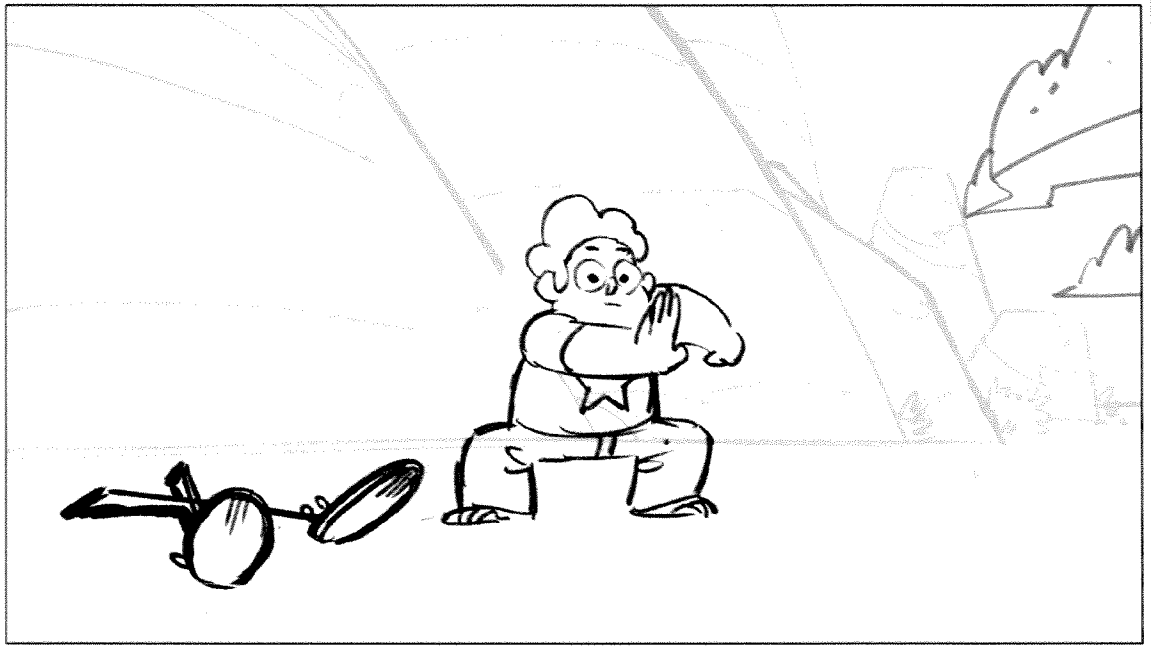
Scene	Panel	
124	cont	10
		
<p>Action Notes</p> <p>Star shoots off steven's arm</p>		
<p>Slugging</p> <p>0.05</p>		

Scene	Panel	
124	cont	11
		
<p>Slugging</p> <p>0.05</p>		
<p>JUN 17 2013</p>		

1020.009

1020.009

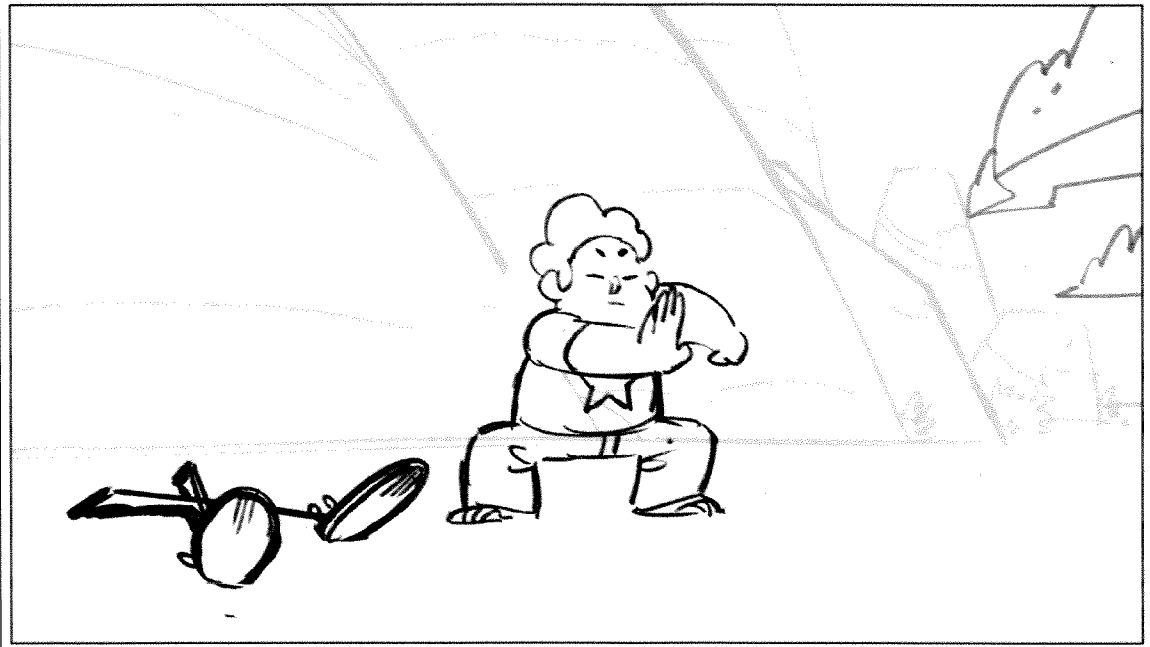
Scene 124 Panel 12



Action Notes
Steven stops flailing

Slugging
0.05

Scene 124 Panel 13



Slugging
0.05

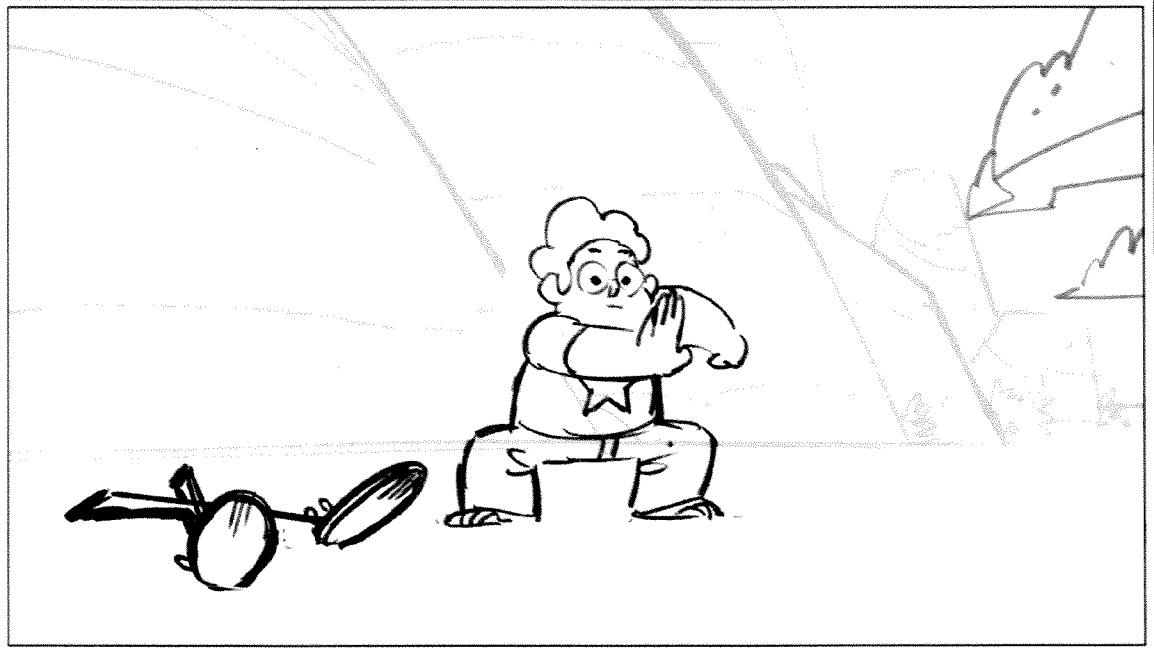
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1020.009

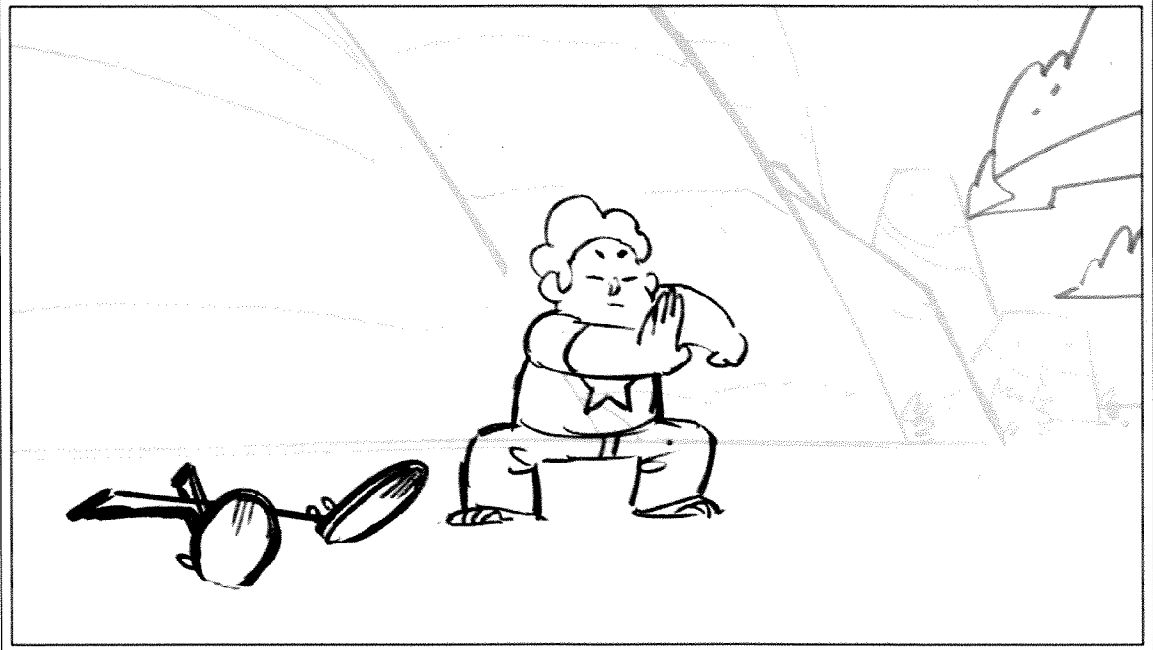
1020.009

Scene	Panel
124	14



Slugging
0.05

Scene	Panel
124	15



Slugging
0.05

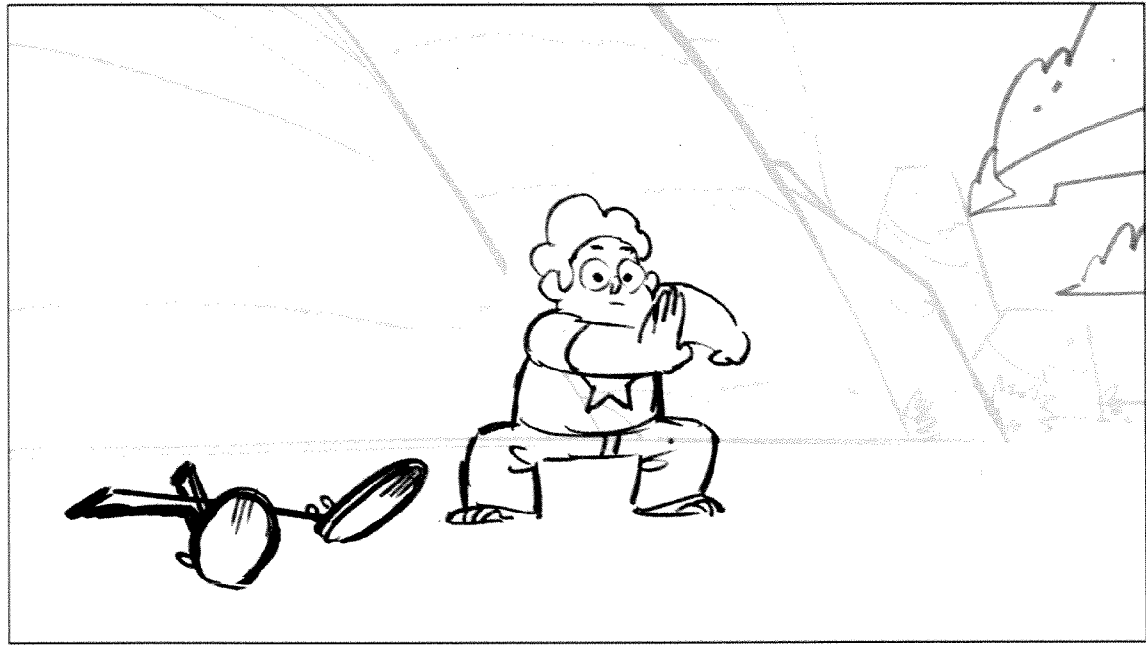
JUN 17 2013

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1020.009

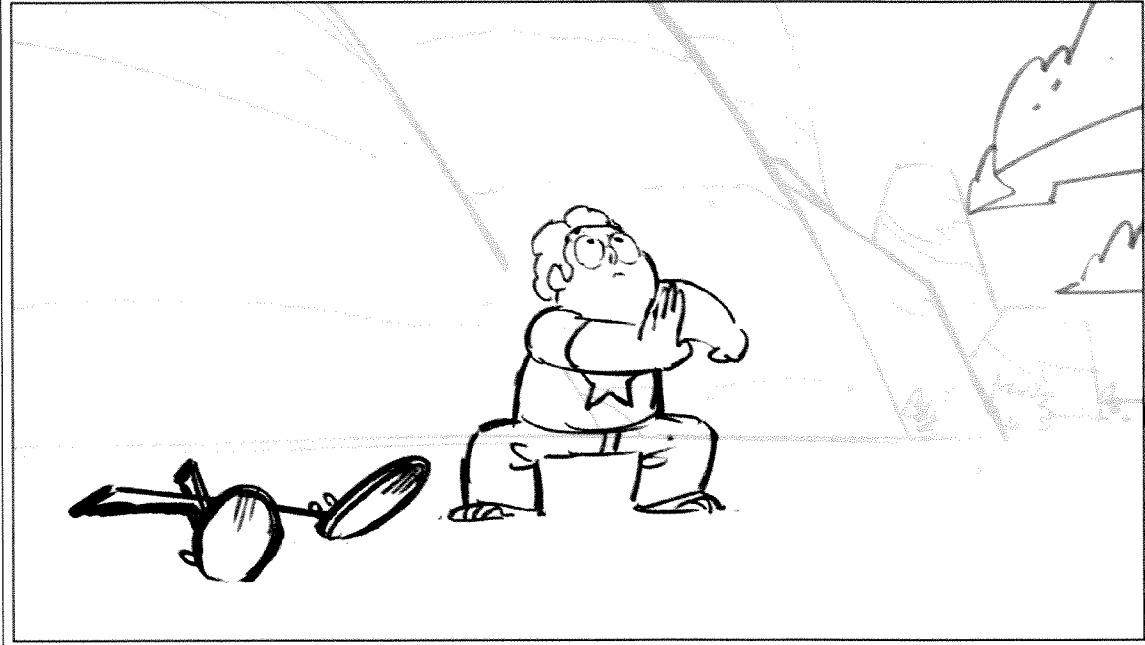
1020.009

Scene 124 Panel 16



Slugging
0.05

Scene 124 Panel 17



Slugging
0.05

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1020-009

1020-009

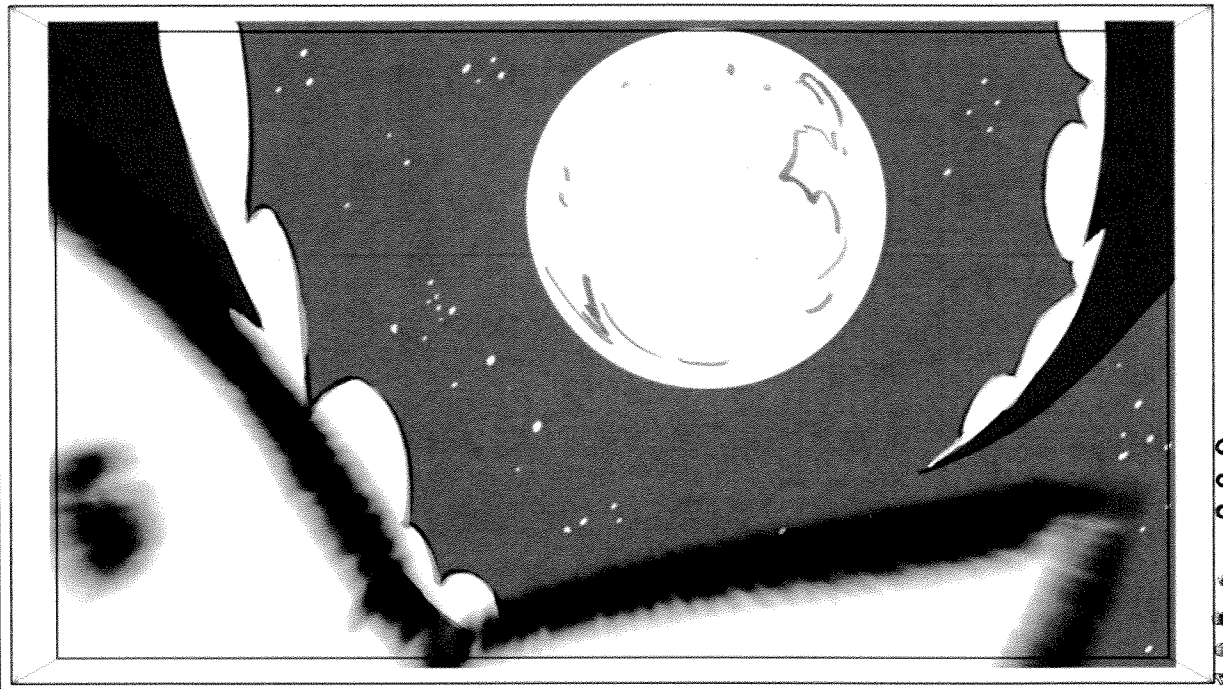
Scene	Panel
125	1



Action Notes
Camera slowly pulls back.

Slugging
ADJ: 0.05

Scene	Panel
125	2



Slugging
ADJ: 0.05

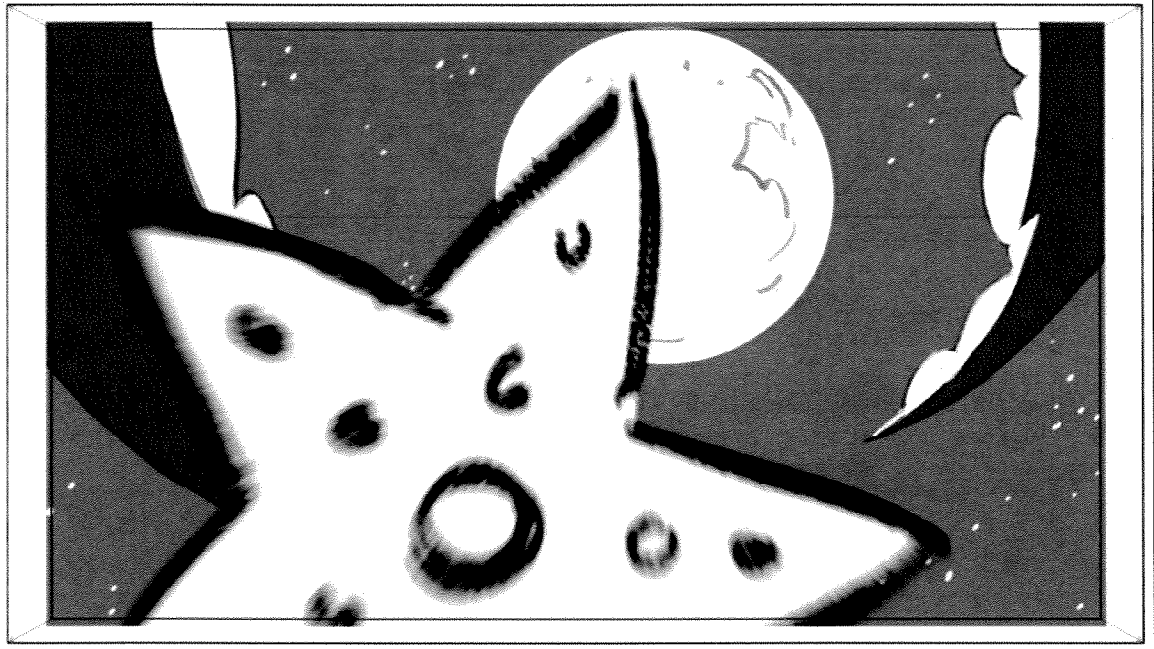
JUN 17 2013

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1020-009

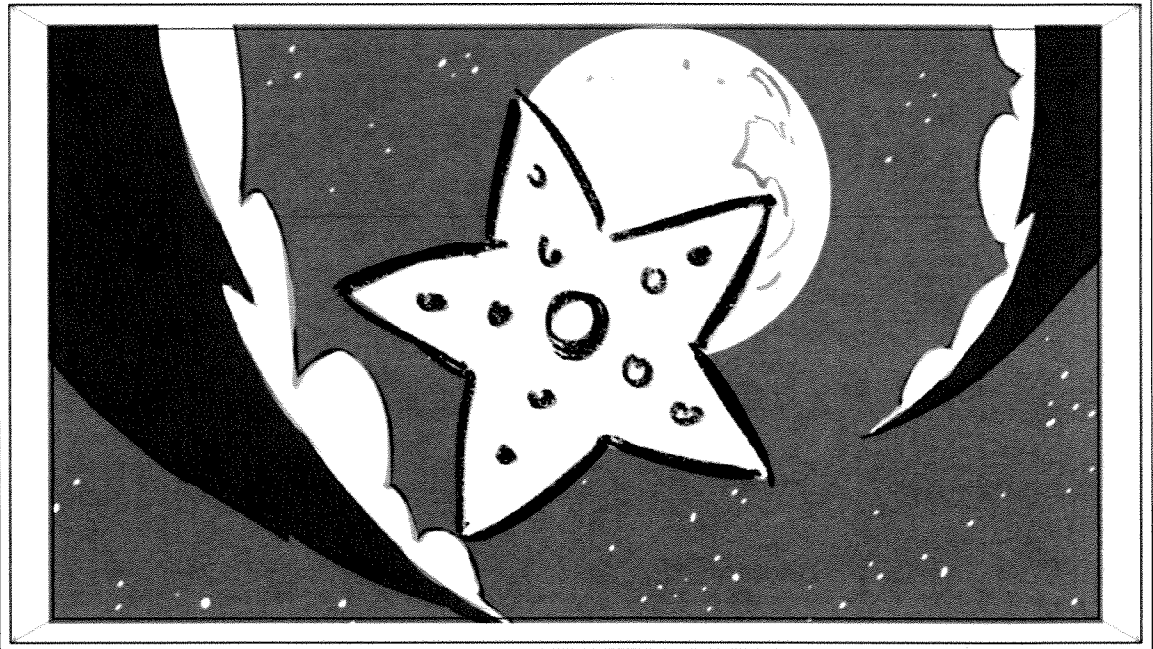
1020-009

Scene 125 Panel 3



Slugging
ADJ: 0.05

Scene 125 Panel 4



Slugging
ADJ: 0.05

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1020.009

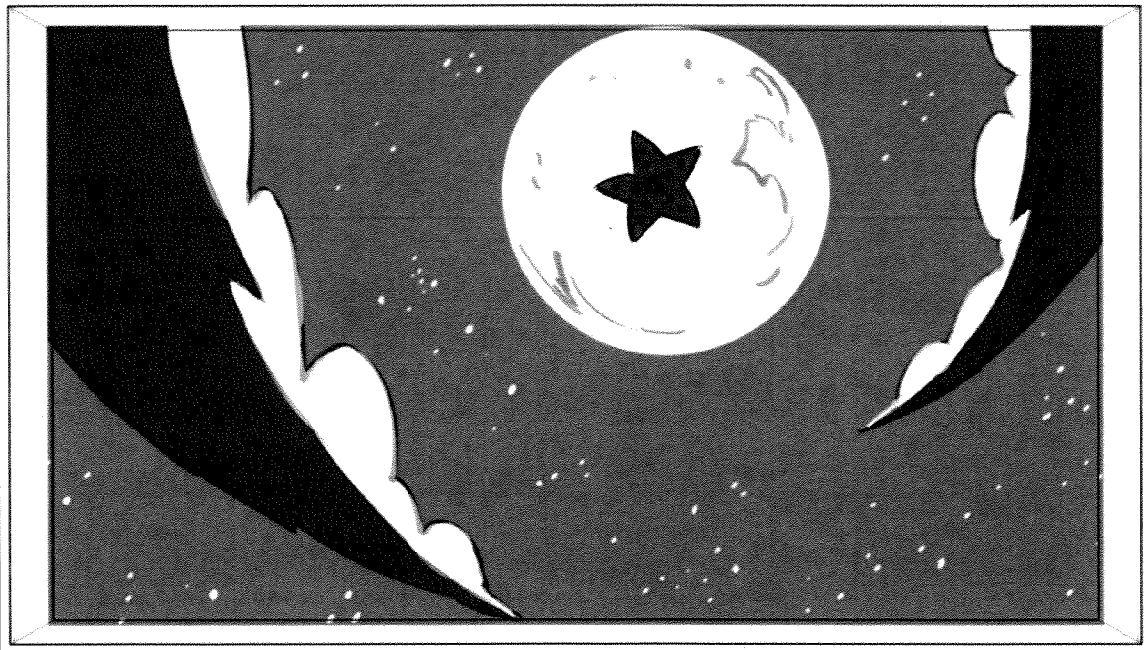
1020.009

Scene 125 Panel 5



Slugging
ADJ: 0.05

Scene 125 Panel 6



Slugging
ADJ: 0.05

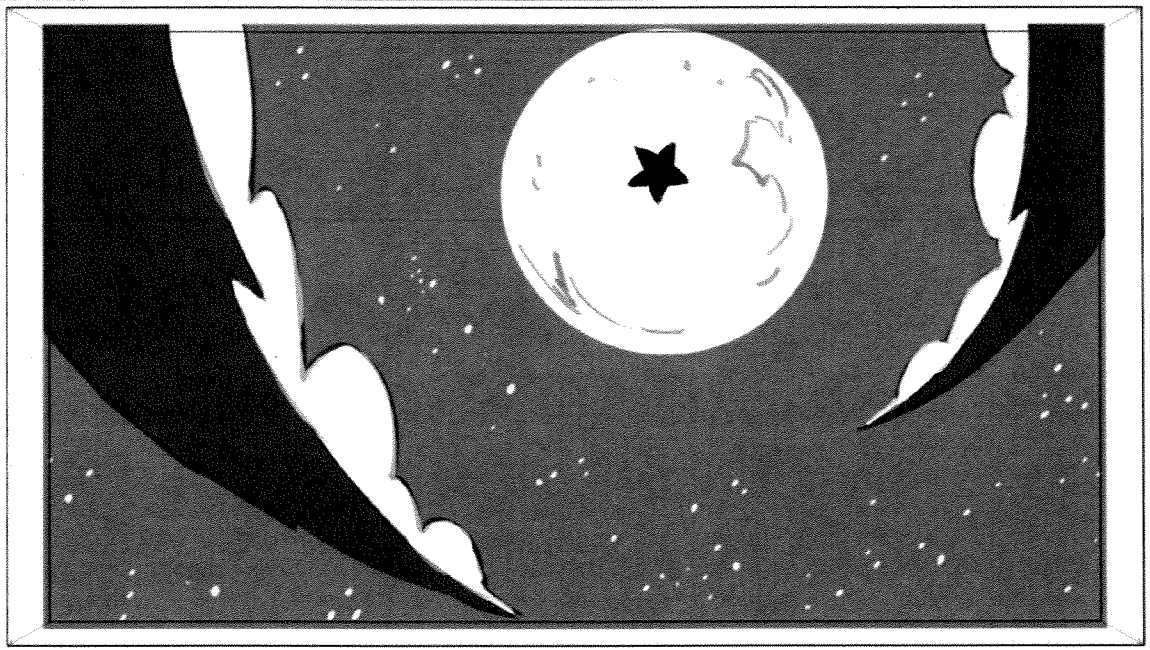
JUN 17 2013

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1020.009

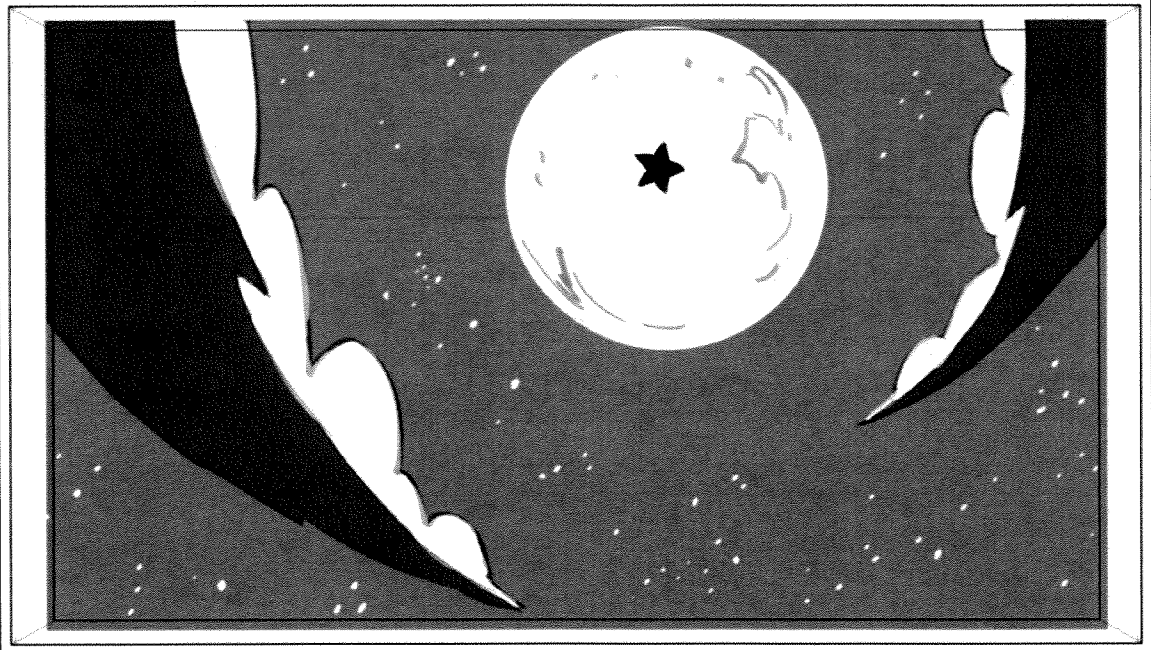
1020.009

Scene 125 Panel 7
cont



Slugging
ADJ: 0.05

Scene 125 Panel 8
cont



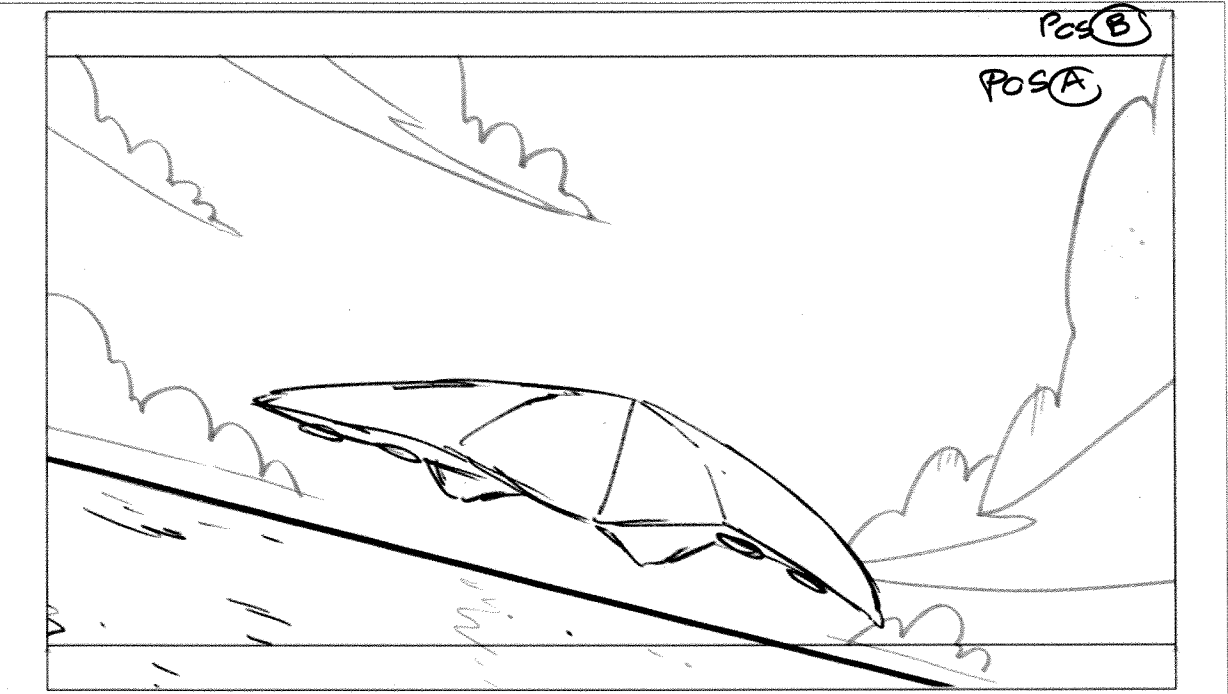
Slugging
ADJ: 0.05

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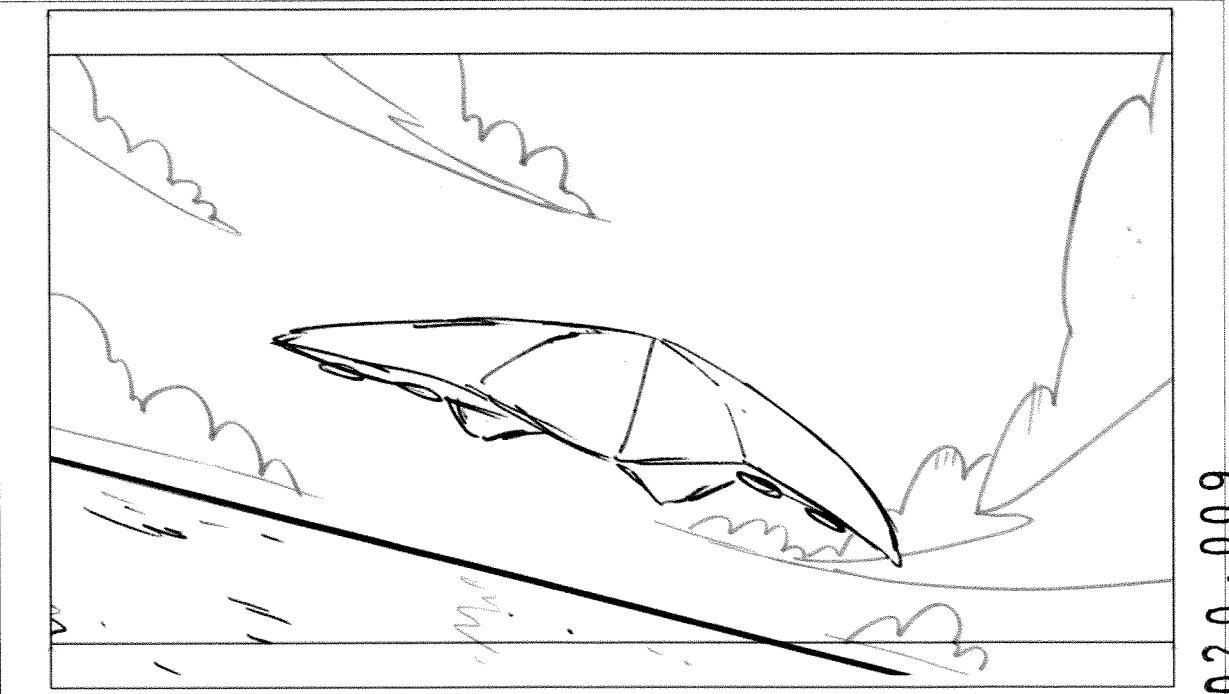
Scene	Panel
126	1



Action Notes
camera adjust with star

Slugging
ADJ: 0.05

Scene	Panel
126	2



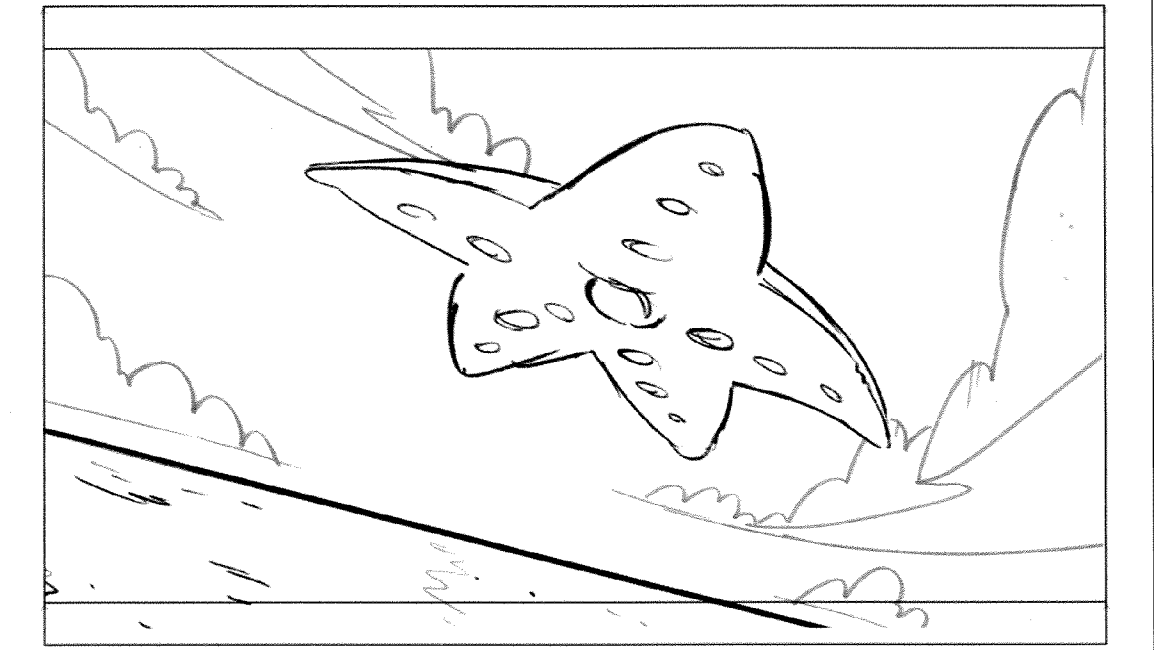
Slugging
ADJ: 0.05

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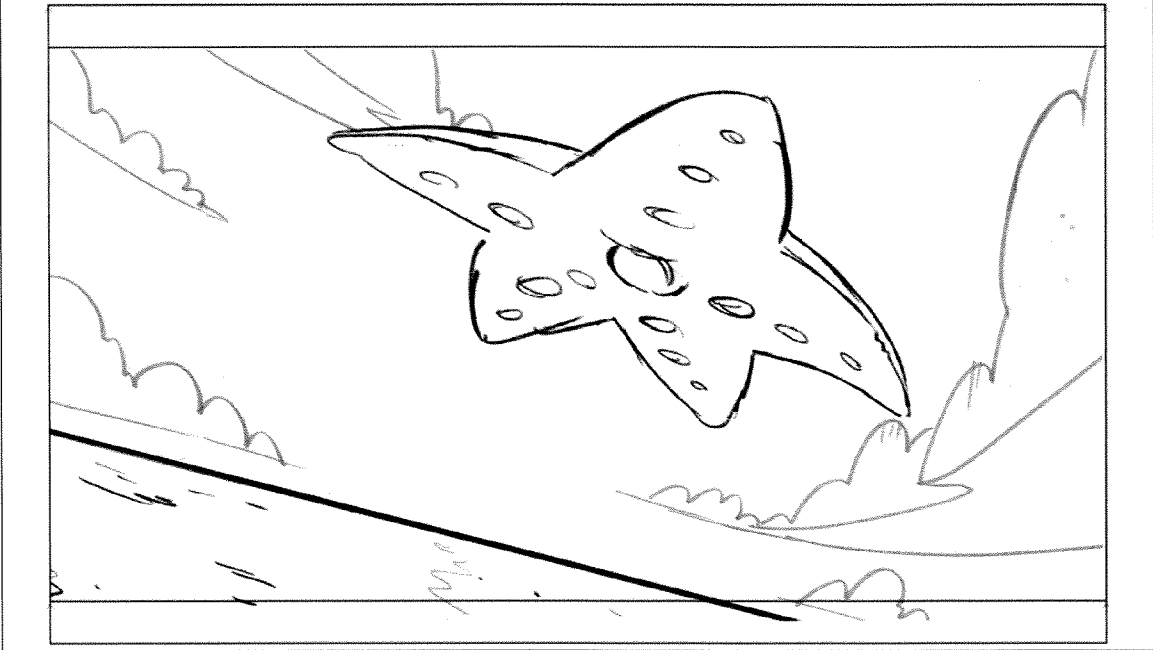
1020.009

Scene 126 Panel 3



Slugging
ADJ: 0.05

Scene 126 Panel 4



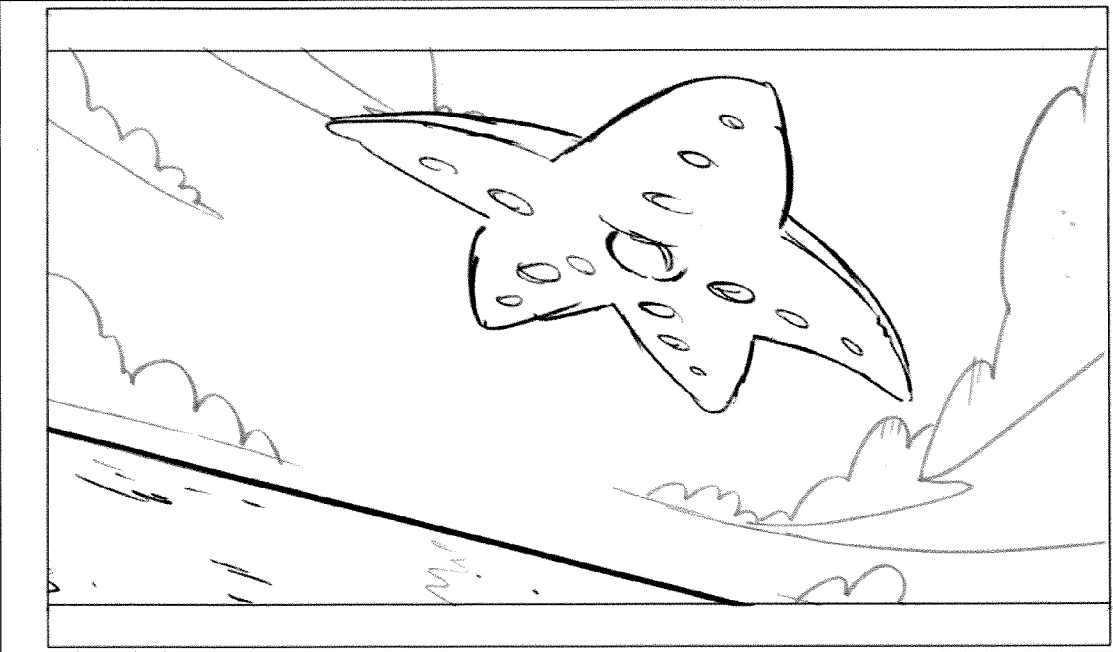
Slugging
ADJ: 0.05

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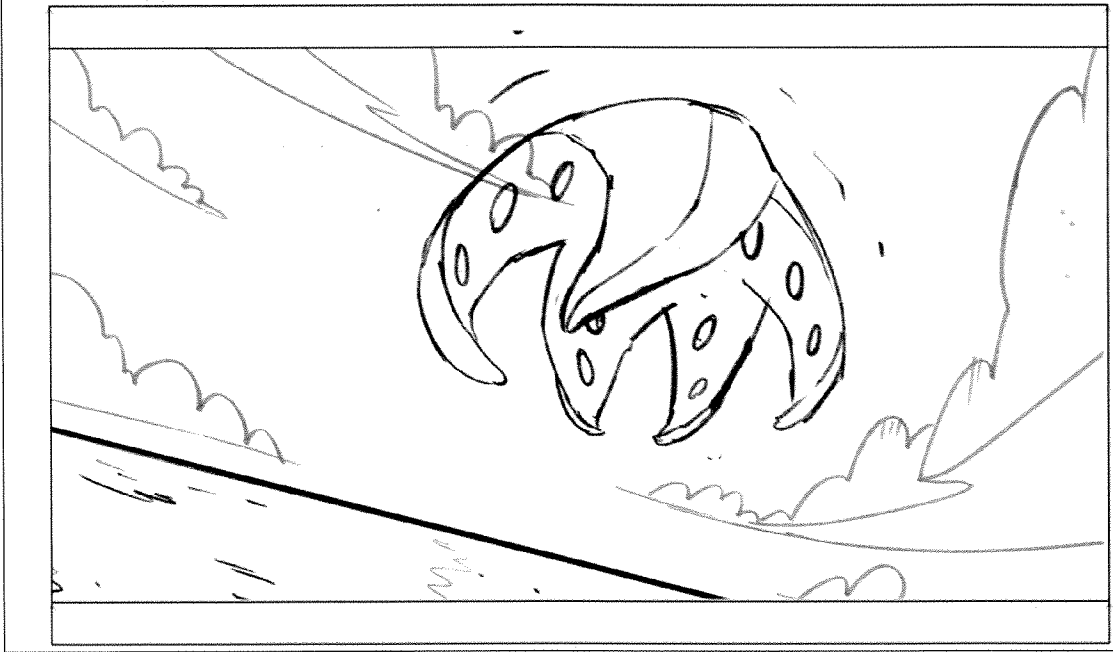
1020.009

Scene 126 Panel 5
CONT



Slugging
ADJ: 0.05

Scene 126 Panel 6
CONT



Action Notes
Star turns into spike

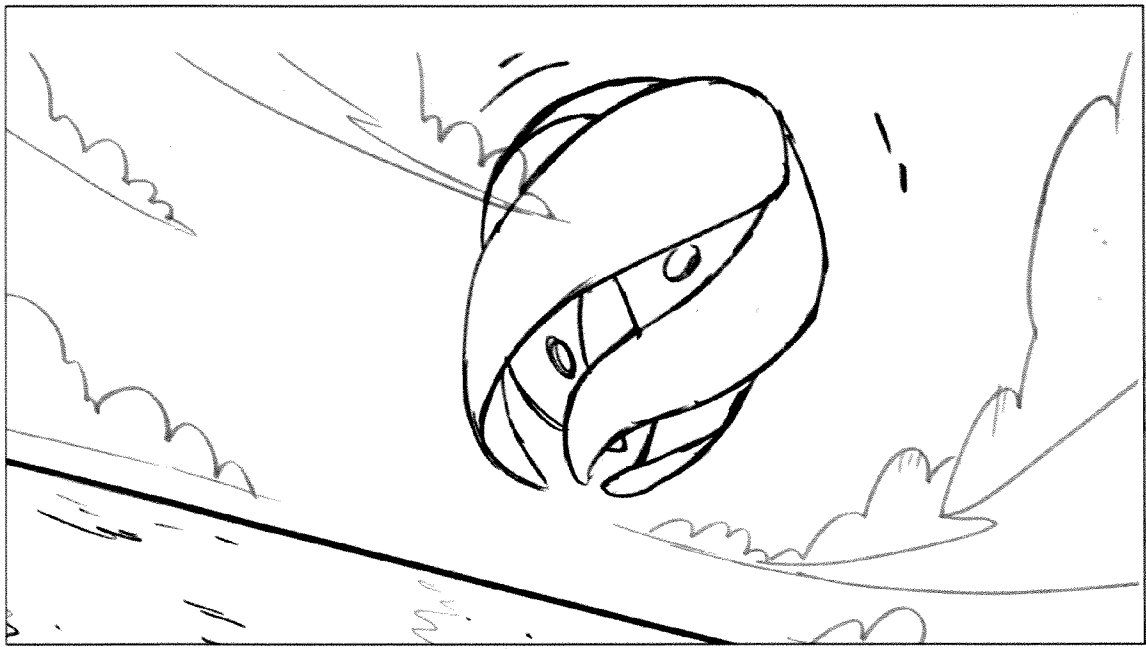
Slugging
ADJ: 0.05

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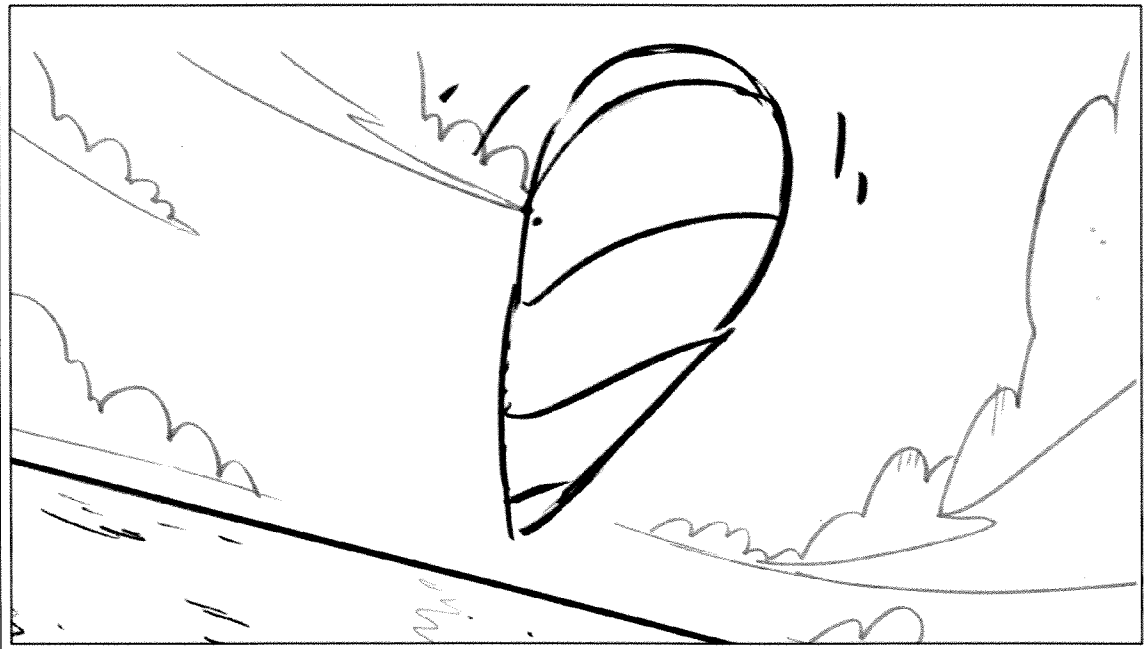
1020.009

Scene 126 Panel 7



Slugging
0.05

Scene 126 Panel 8



Slugging
0.05

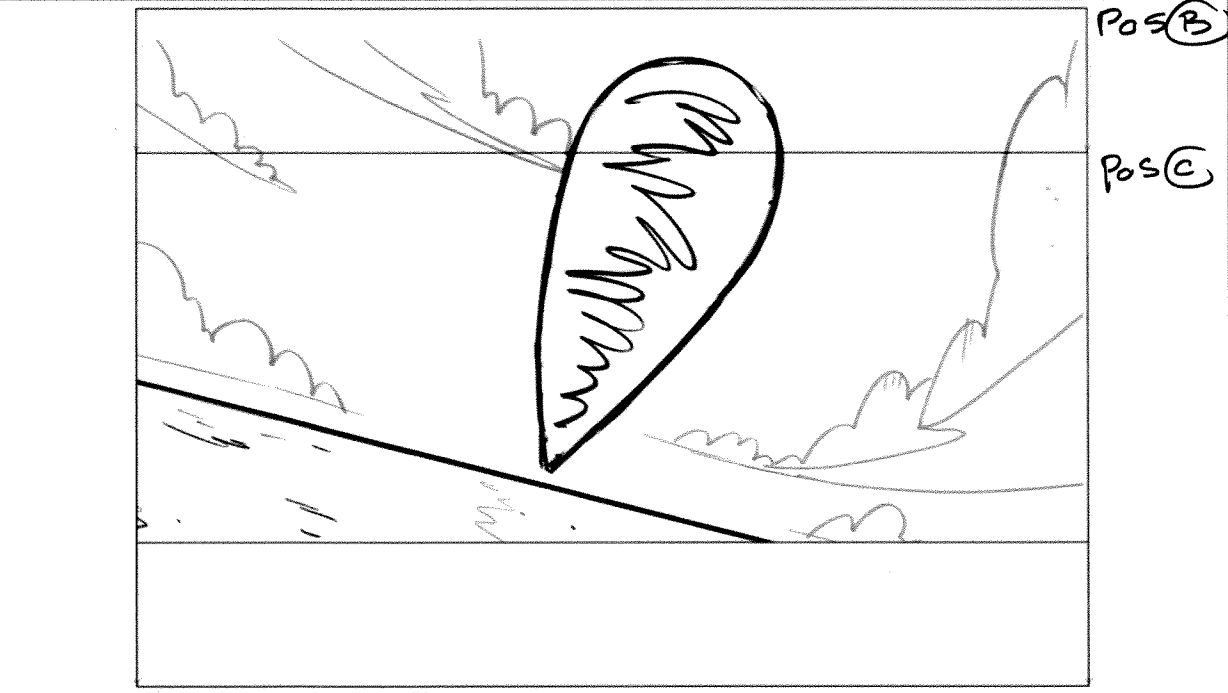
JUN 17 2013

1020.009

1020.009

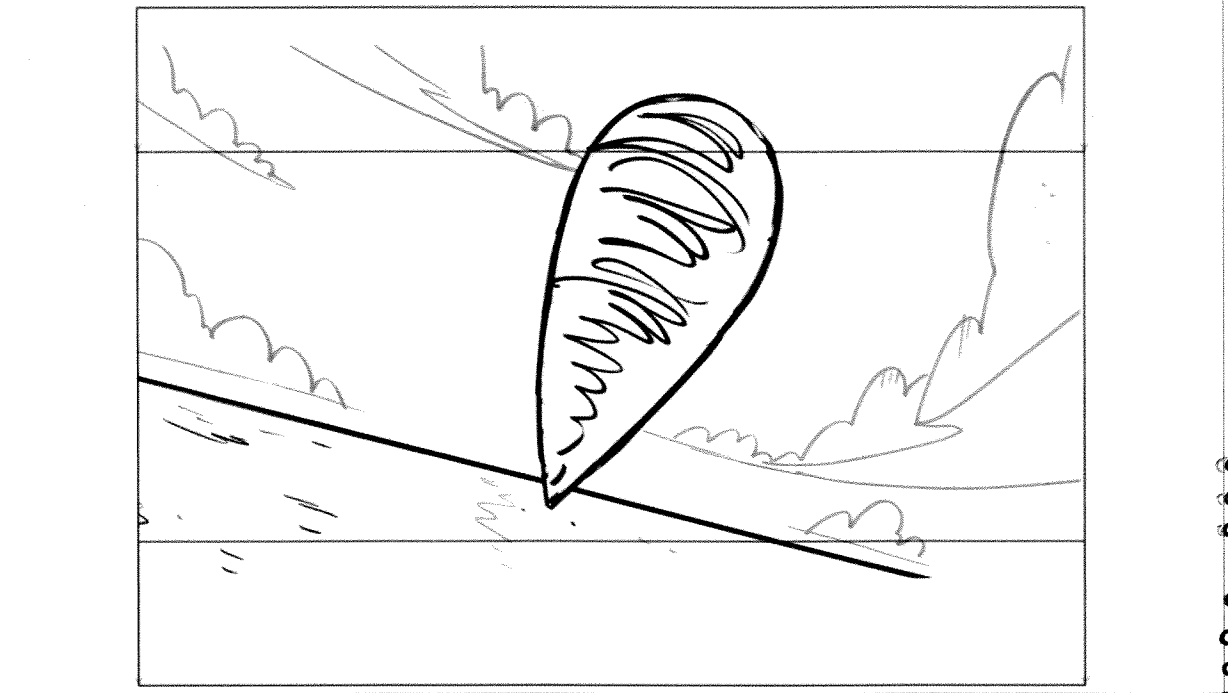
1020.009

Scene 126 Panel 9
CONT



Slugging
ADJ: 0.05

Scene 126 Panel 10
CONT



Slugging
ADJ: 0.05

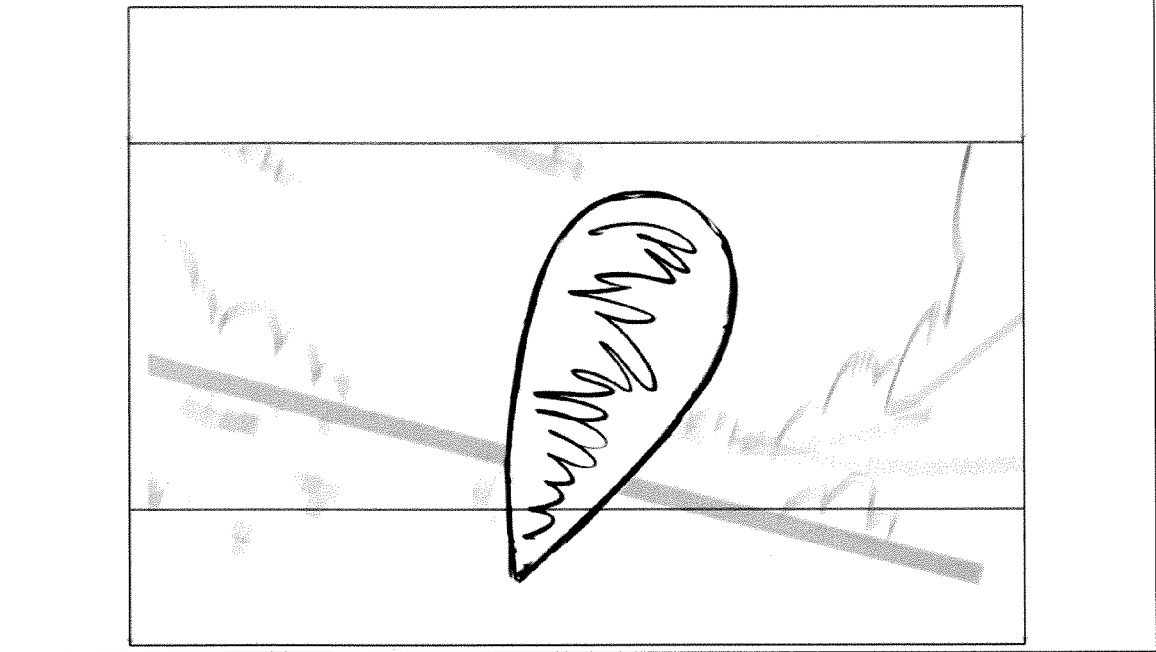
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1020.009

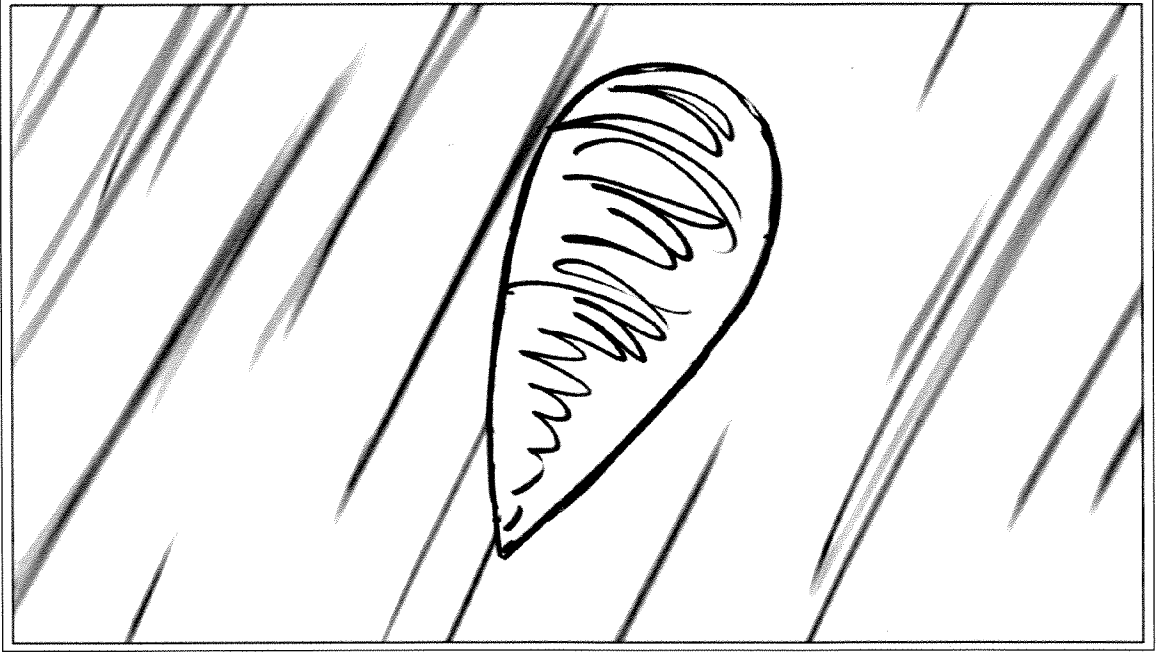
1020.009

Scene 126 Panel 11



Slugging
ADJ: 0.05

Scene 126 Panel 12



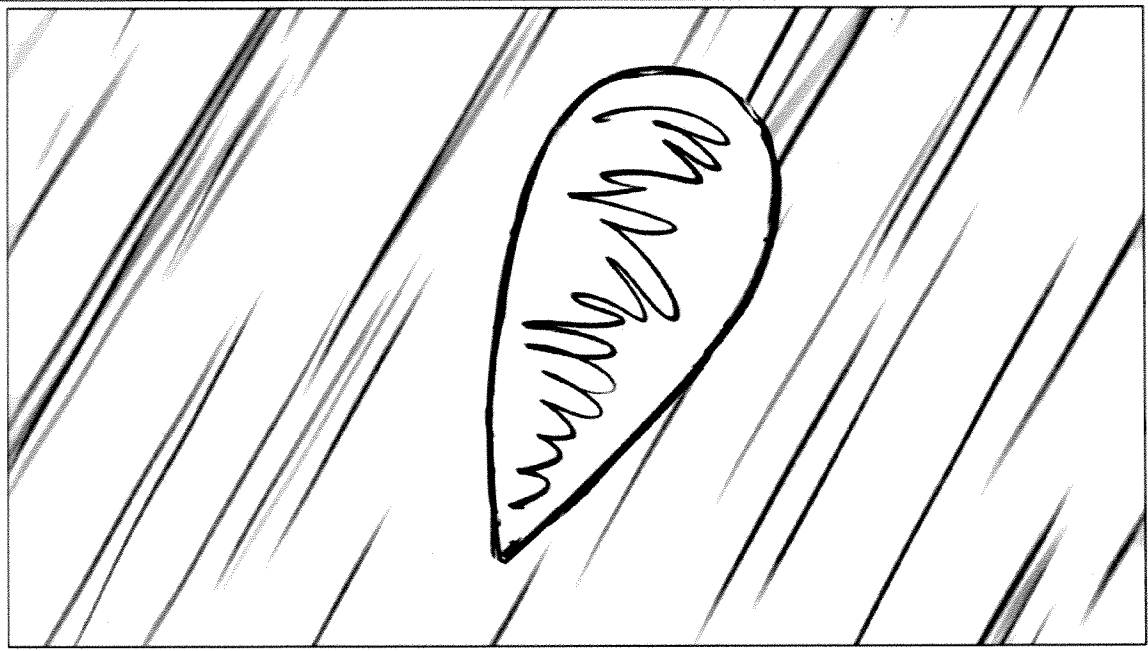
Action Notes
Spike starts shooting down

Slugging
0.05
JUN 17 2013

1020.009

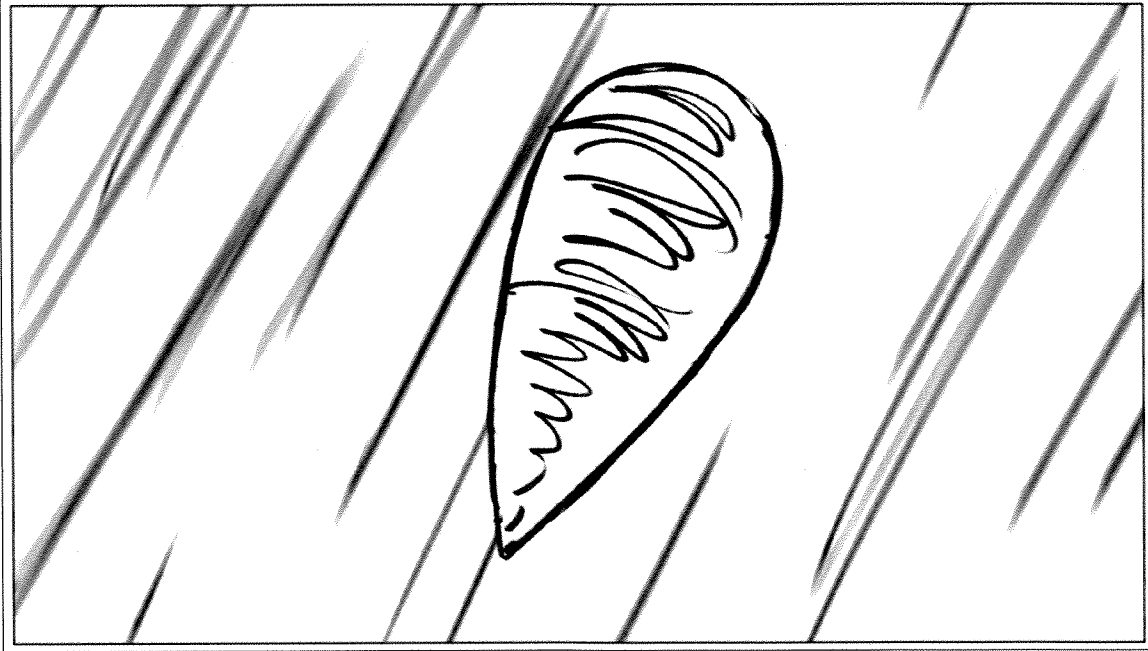
1020.009

Scene 126 Panel 13
cont



Slugging
0.05

Scene 126 Panel 14
cont



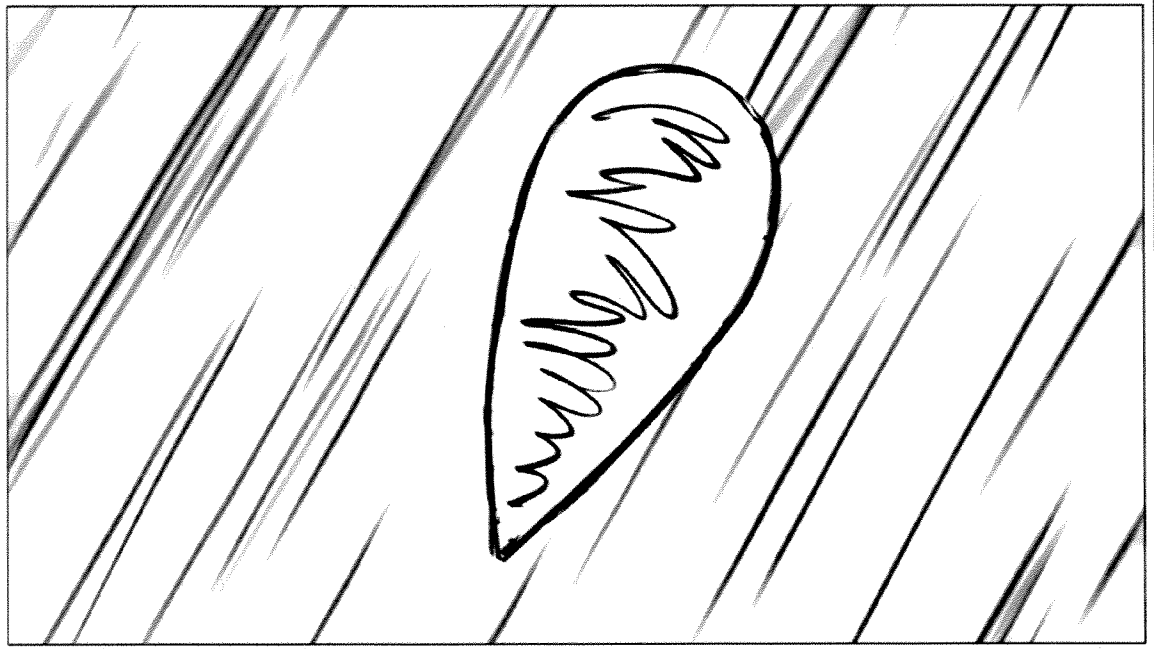
Slugging
0.05

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1020.009

Scene	Panel
126	<i>cont</i> 15



Slugging
0.05

Scene	Panel
126	<i>cont</i> 16



Slugging
0.05

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1020.009

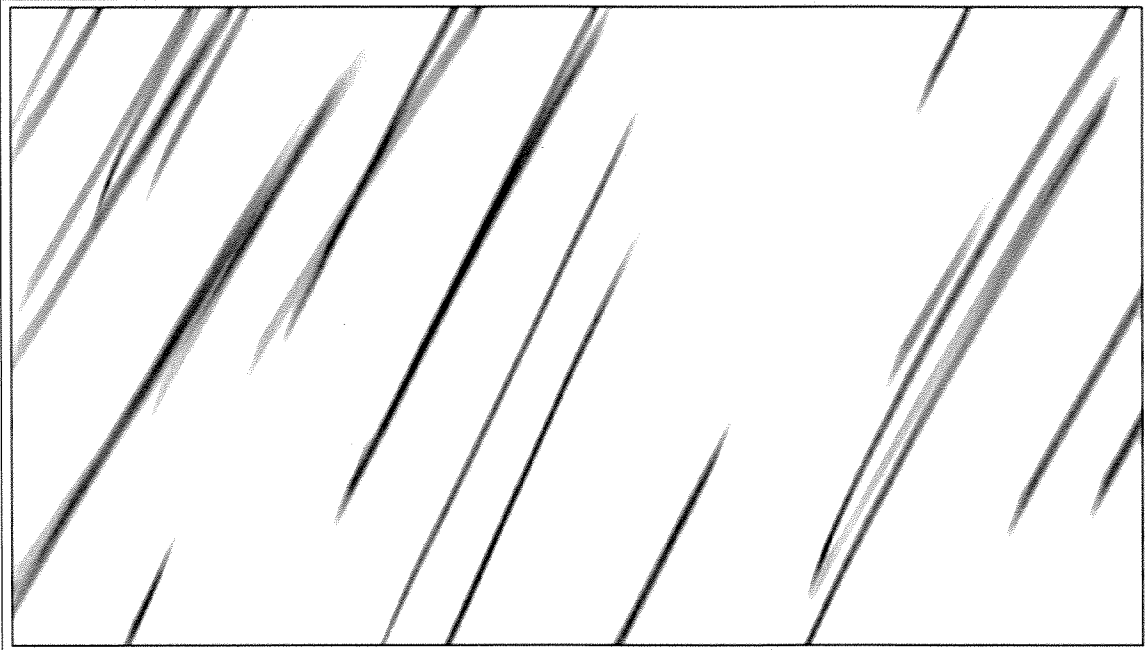
Scene	Panel
126	CONT 17



Action Notes
Spike flies out of frame

Slugging
0.05

Scene	Panel
126	CONT 18



Slugging
0.05

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Scene	Panel
127	1



Slugging
0.05

Scene	Panel
127	2



Slugging
0.05

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1020.009

1020.009

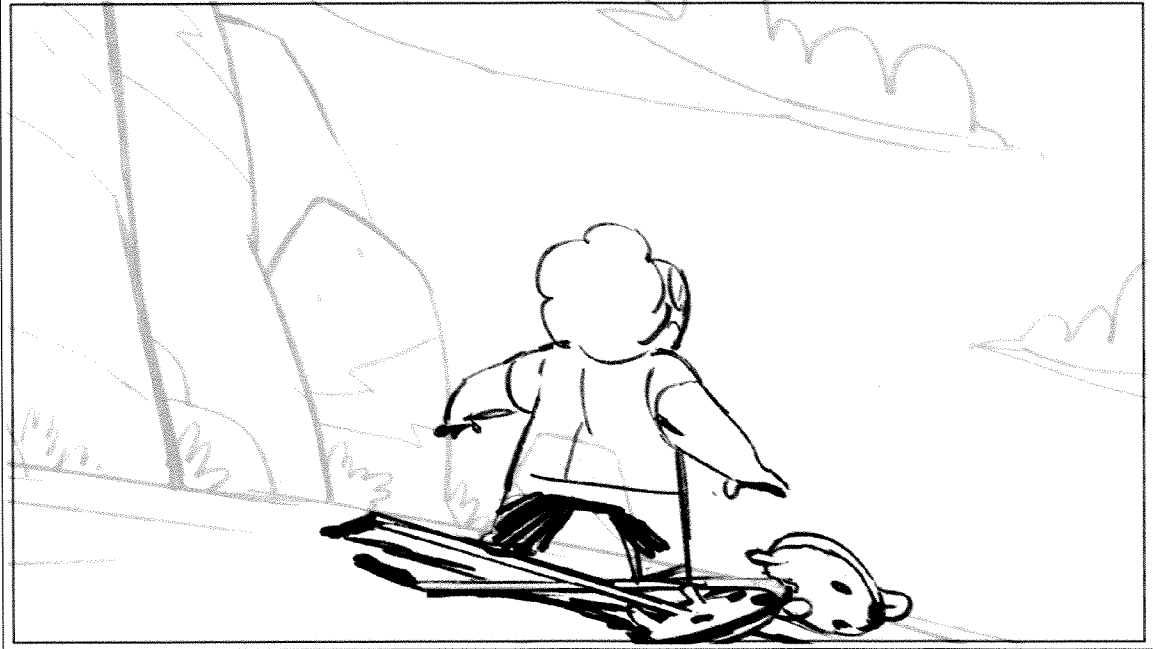
1020.009

Scene 127 Panel 3



Slugging
0.05

Scene 128 Panel 1



Slugging
0.05

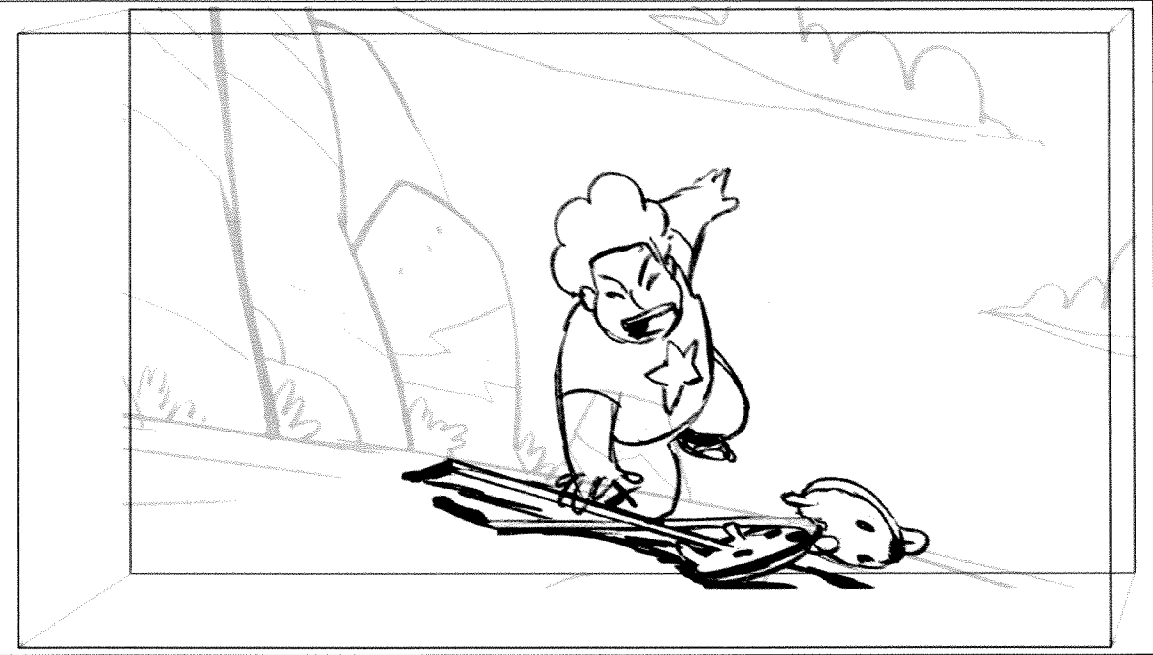
JUN 17 2013

1020.009

1020.009

1020.009

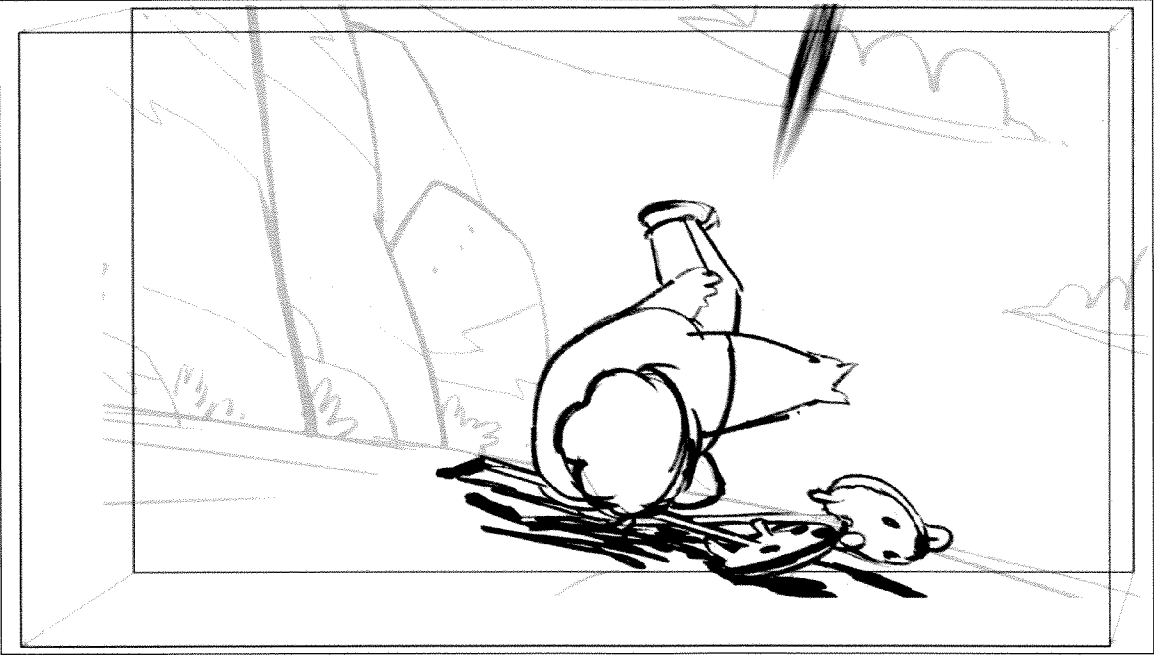
Scene 128 Panel 2



Action Notes
Steven dives away

Slugging
ADJ: 0.05

Scene 128 Panel 3



Action Notes
Steven rolls over metal detectors, picking one up

Spike shoots into ground where steven was standing

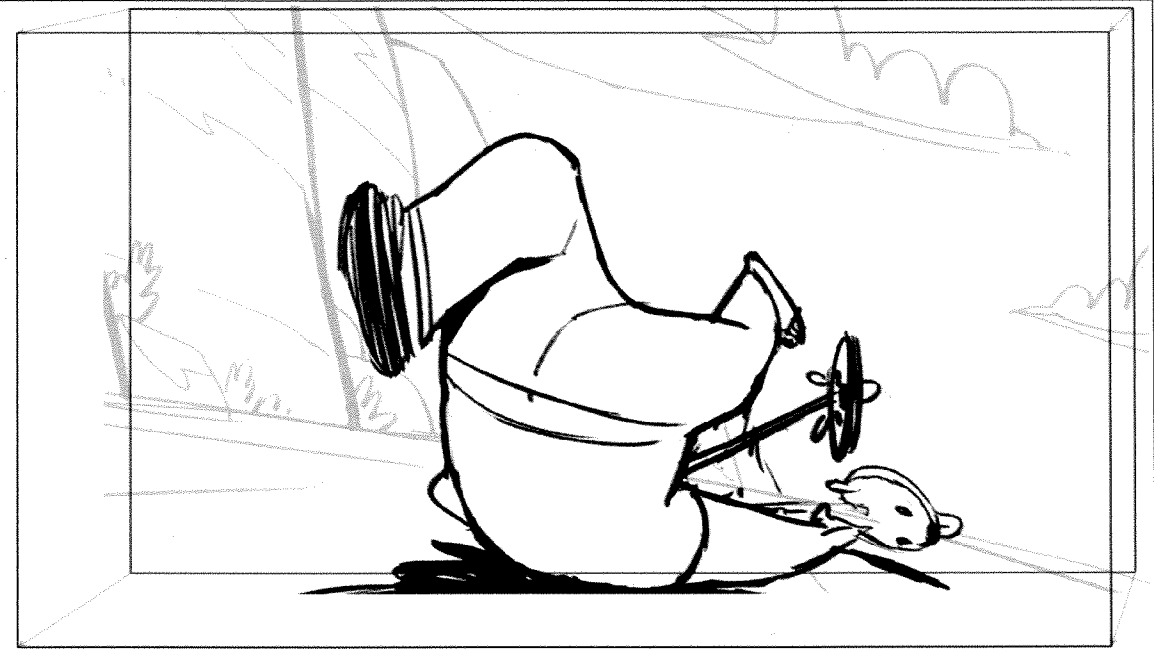
Slugging
ADJ: 0.05

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1020.009

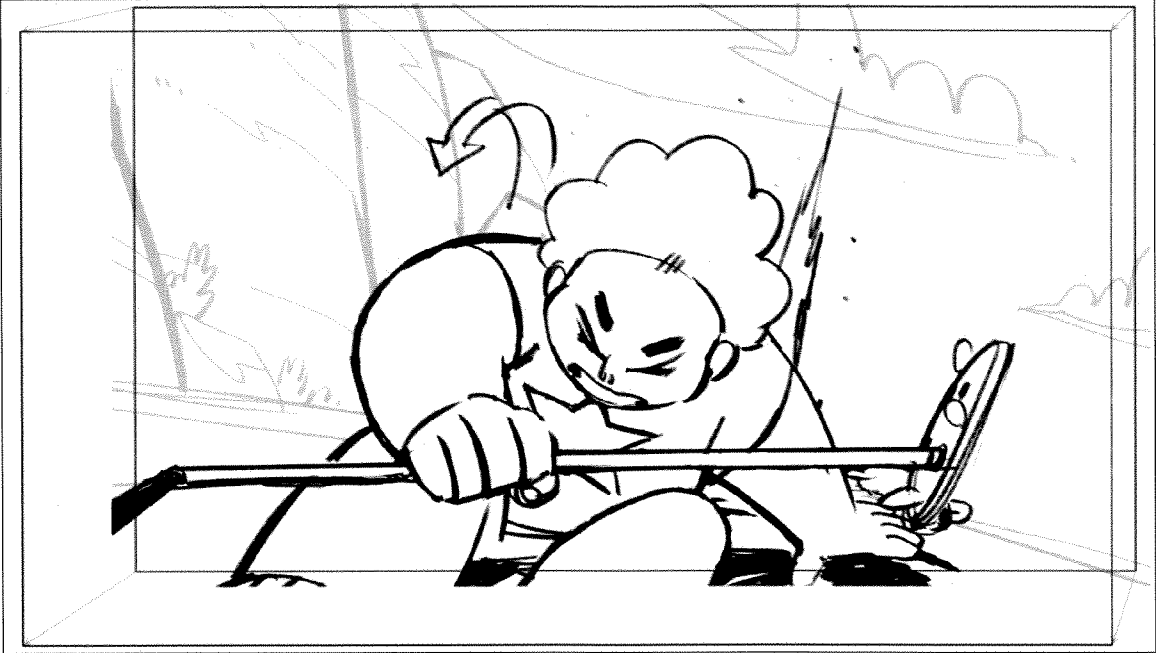
1020.009

Scene 128 Panel 4
CONT



Slugging
ADJ: 0.05

Scene 128 Panel 5
CONT



Slugging
ADJ: 0.05

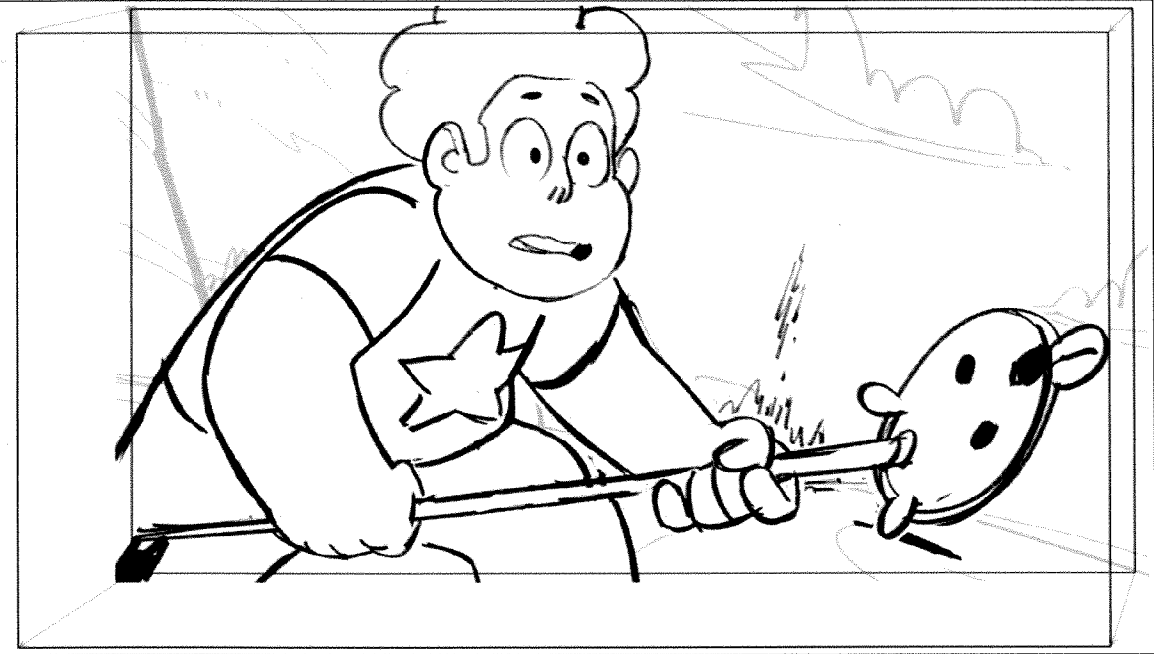
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1020.009

1020.009

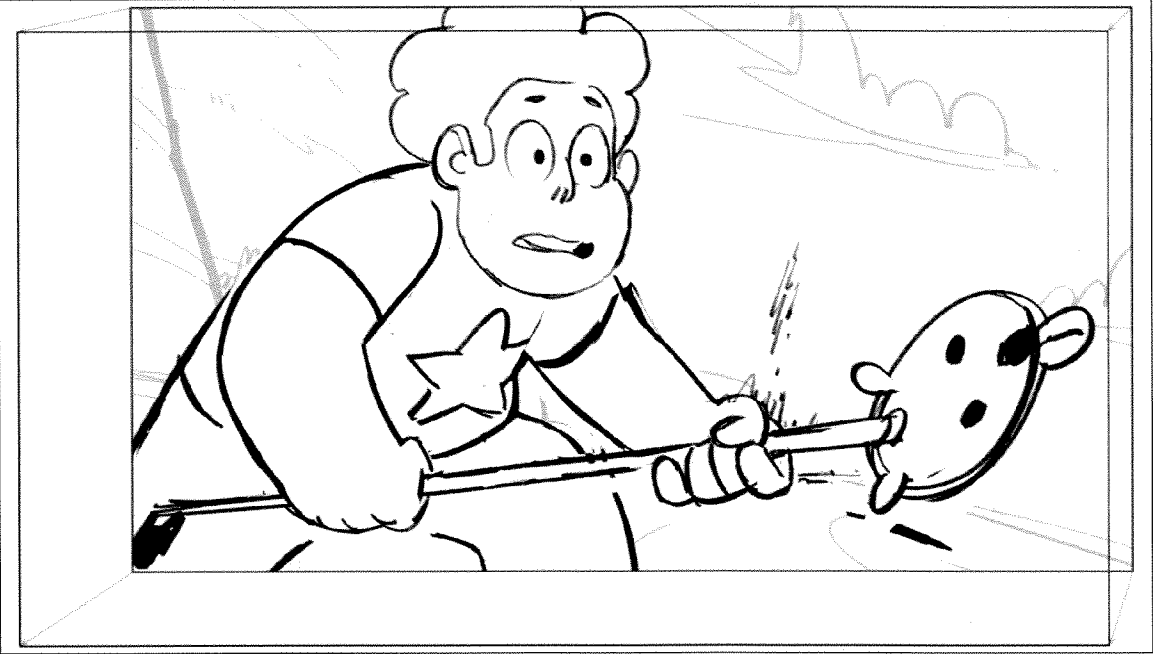
1020.009

Scene 128 Panel 6



Slugging
ADJ: 0.05

Scene 128 Panel 7



Action Notes
Steven standing and panting

Slugging
ADJ: 0.05

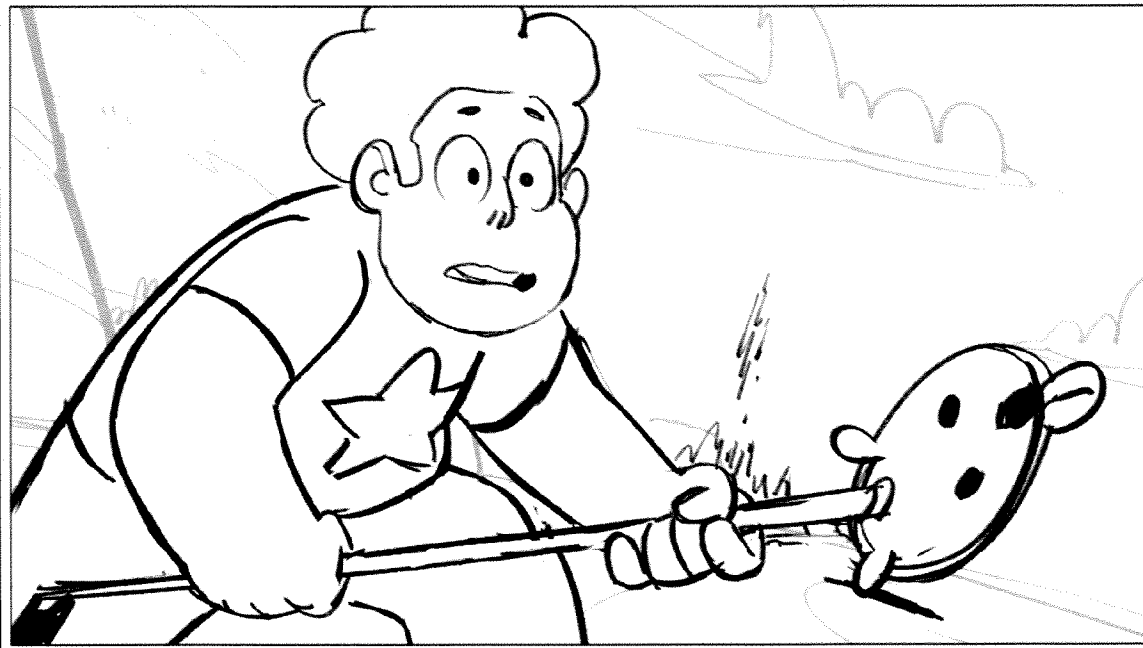
JUN 17 2013

1020.009

1020.009

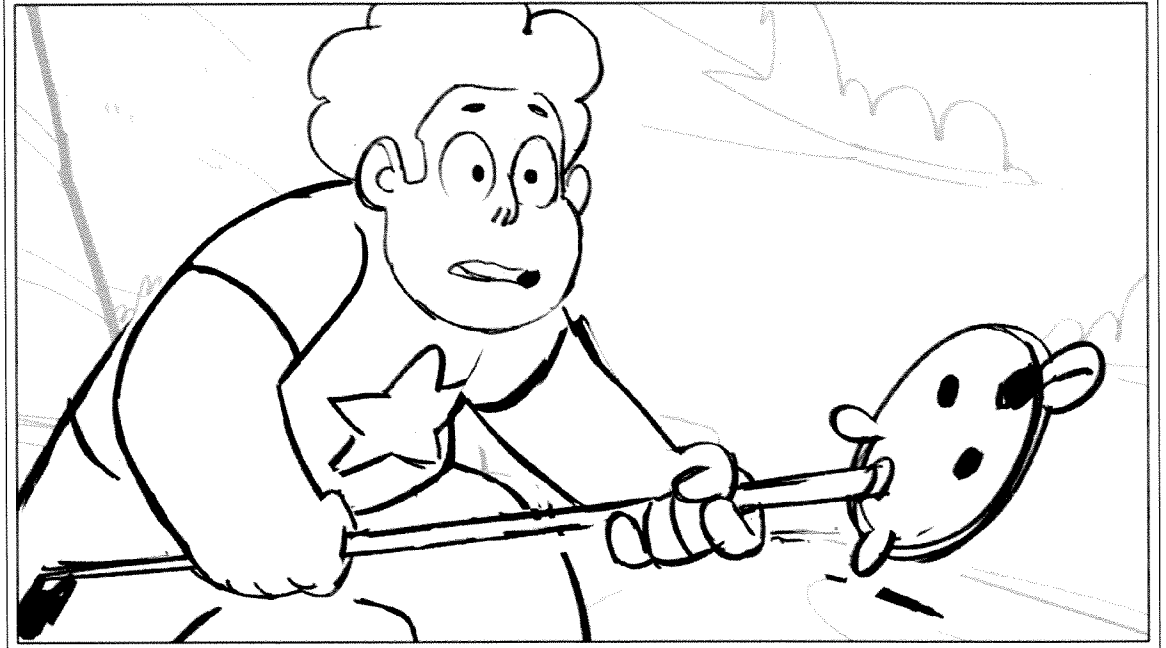
1020.009

Scene	Panel	
128	CONT	8



Slugging
0.05

Scene	Panel	
128	CONT	9



Slugging
0.05

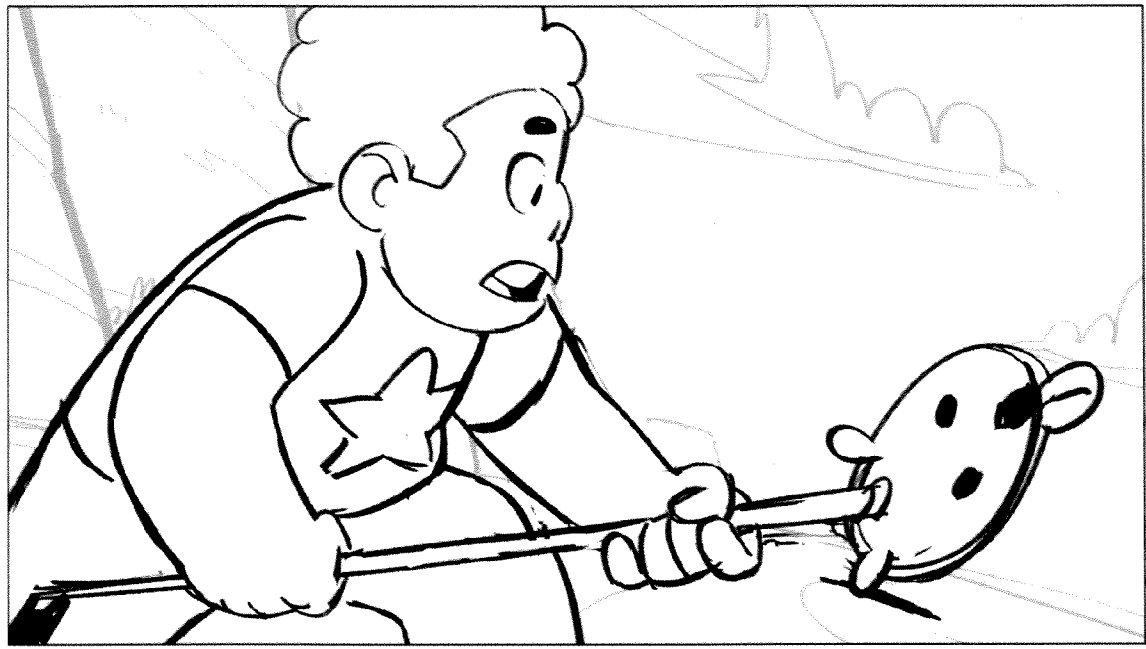
JUN 17 2013

1020.009

1020.009

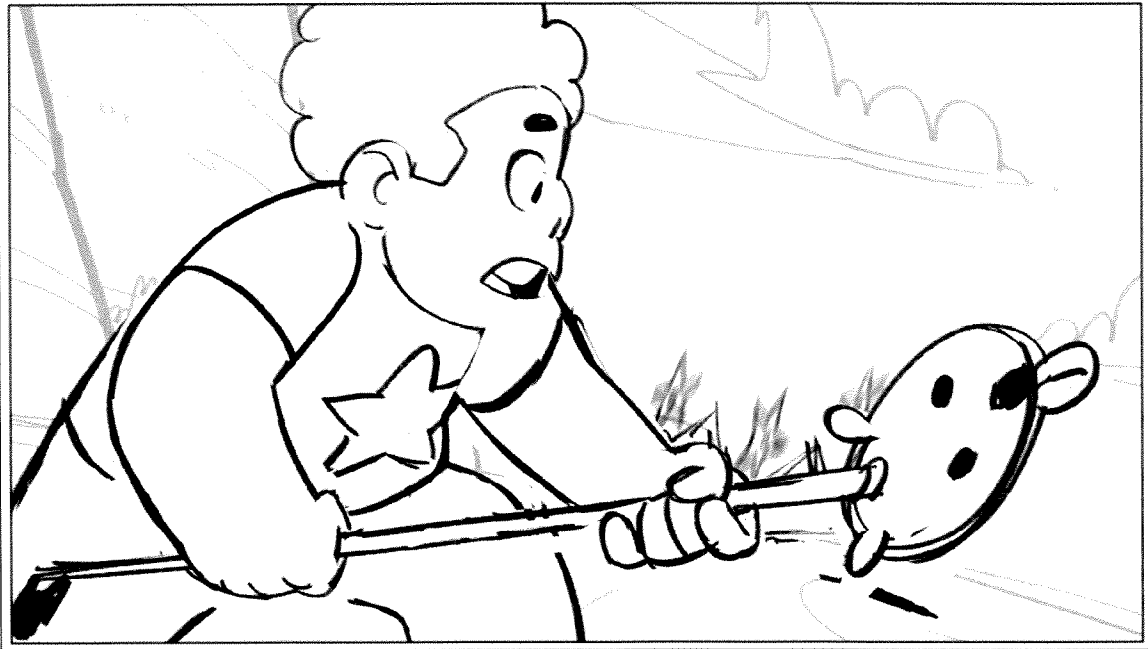
1020.009

Scene 128 Panel 10
cont



Slugging
0.08

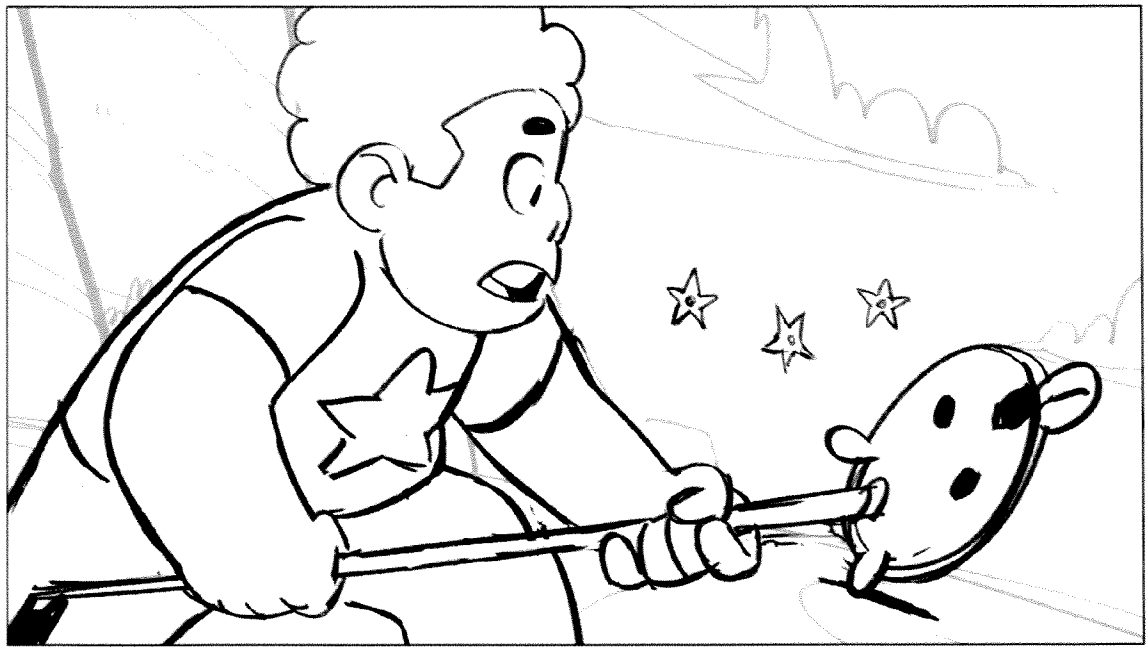
Scene 128 Panel 11
cont



Slugging
0.04

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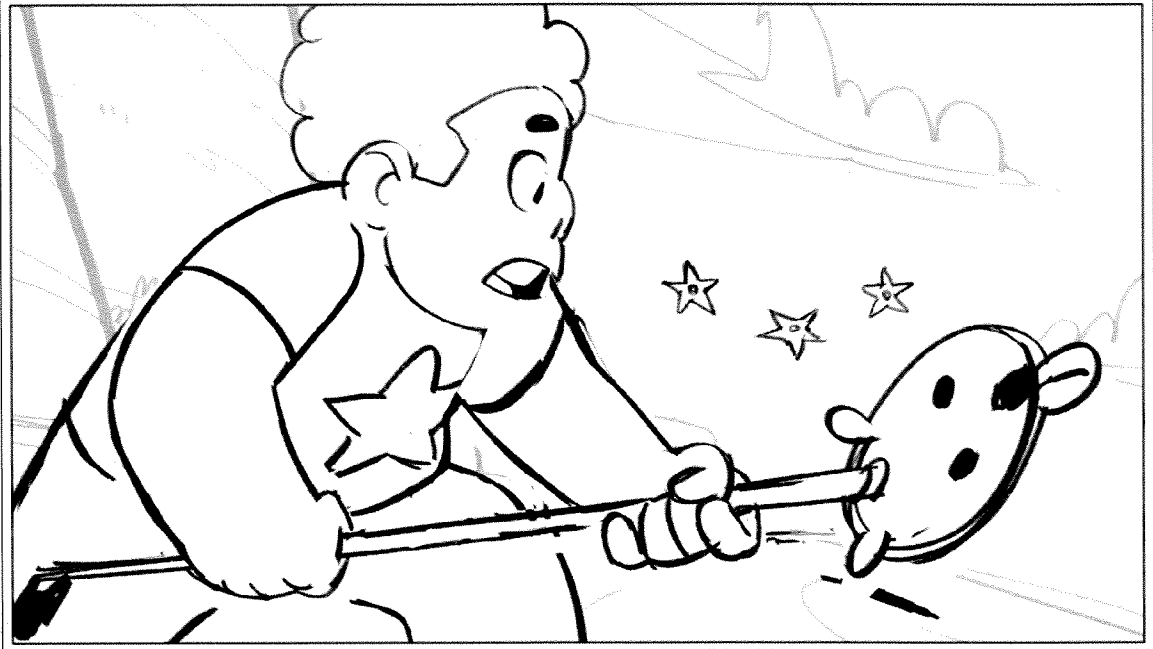
Scene 128 Panel 12
CONT



Action Notes
Stars shoot out of ground in the bg

Slugging
0.10

Scene 128 Panel 13
CONT



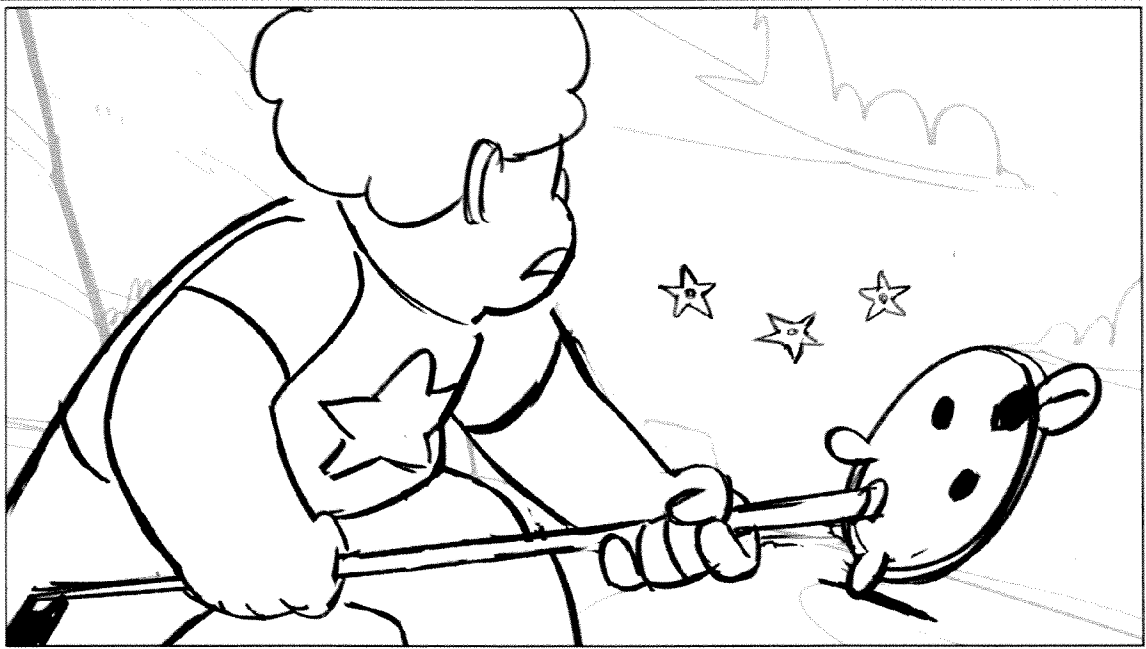
Slugging
0.10

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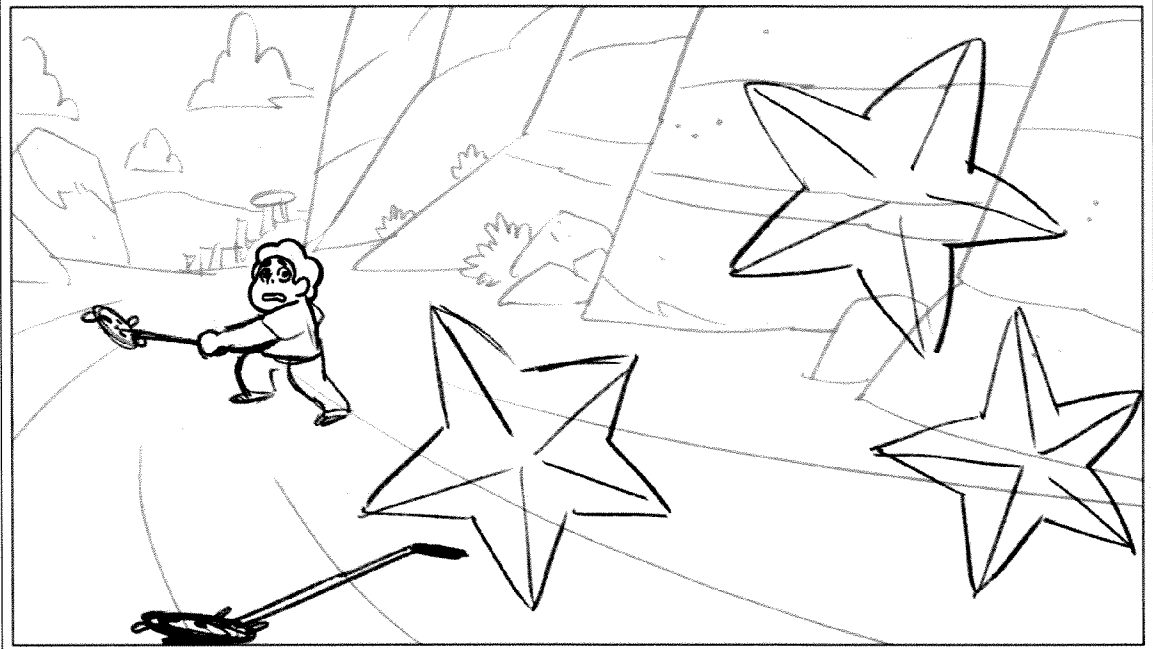
1020-009

Scene	Panel
128	cont 14



Slugging
0.05

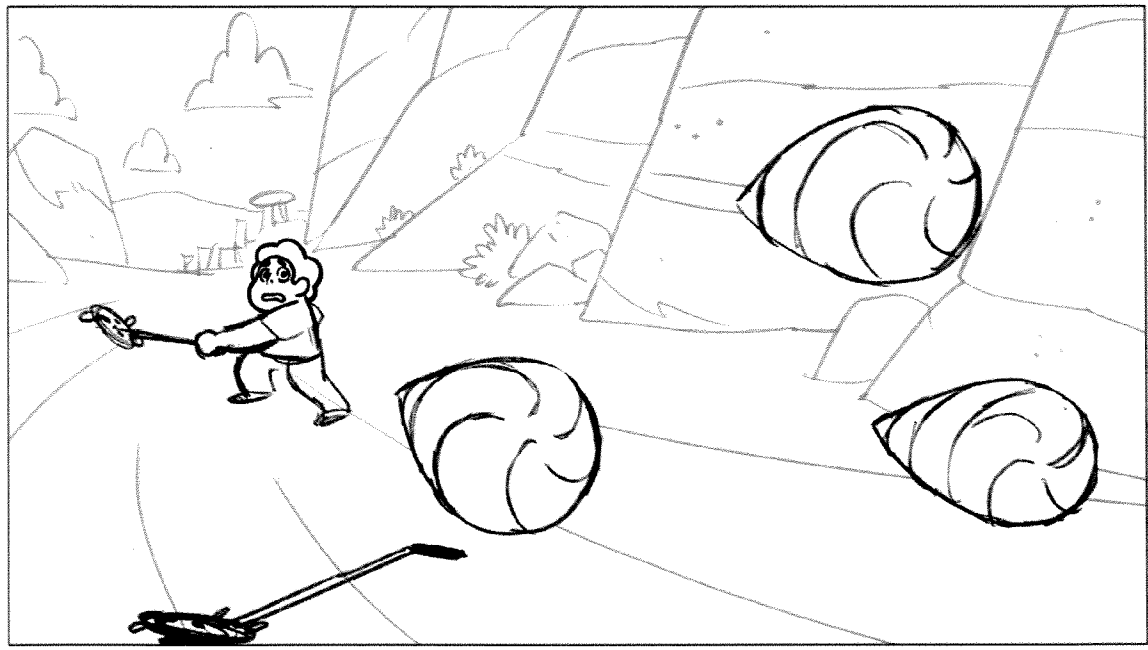
Scene	Panel
129	1



Slugging
0.05

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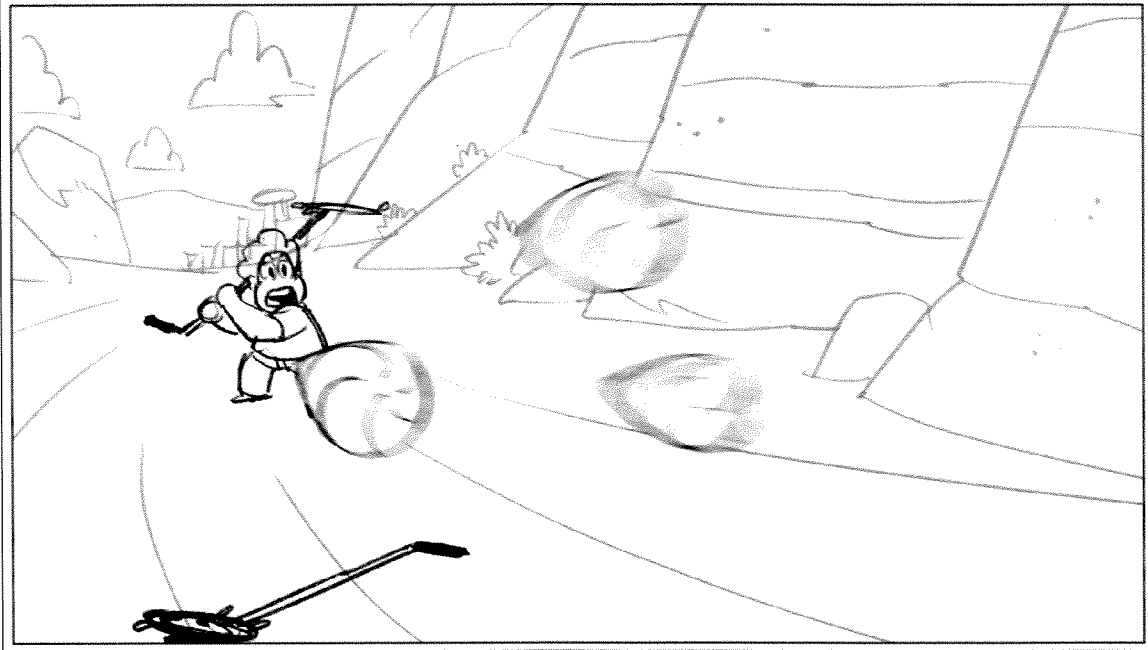
Scene 129 Panel 2



Action Notes
stars turn unto spikes

Slugging
0.05

Scene 129 Panel 3



Action Notes
Steven raises metal detector

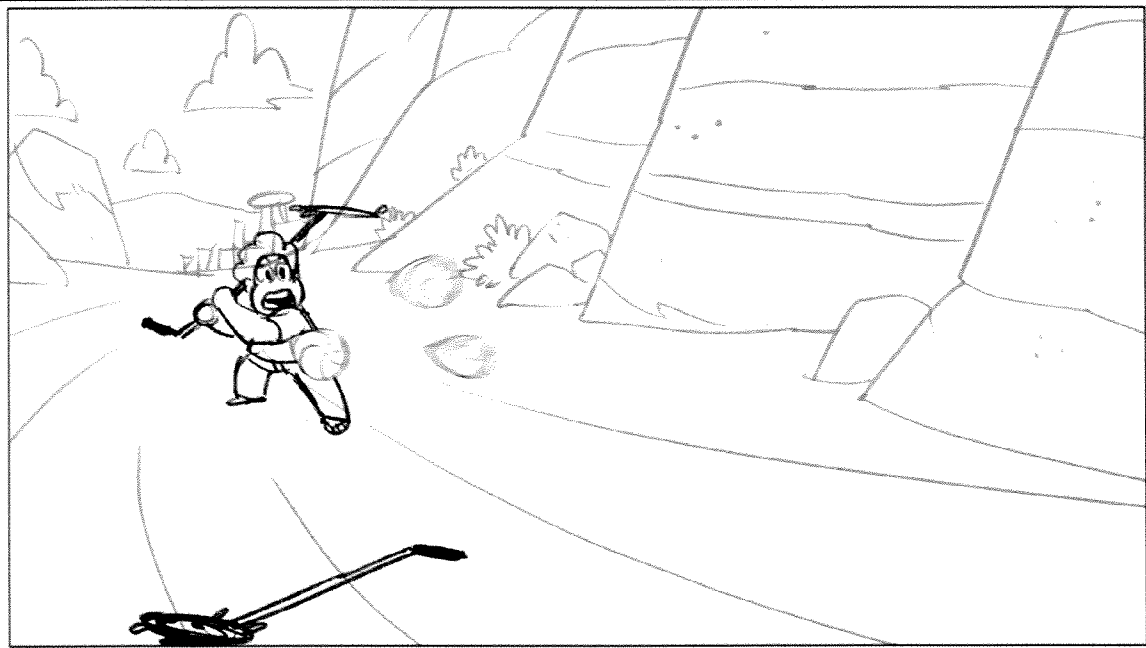
Slugging
0.05

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1020.009

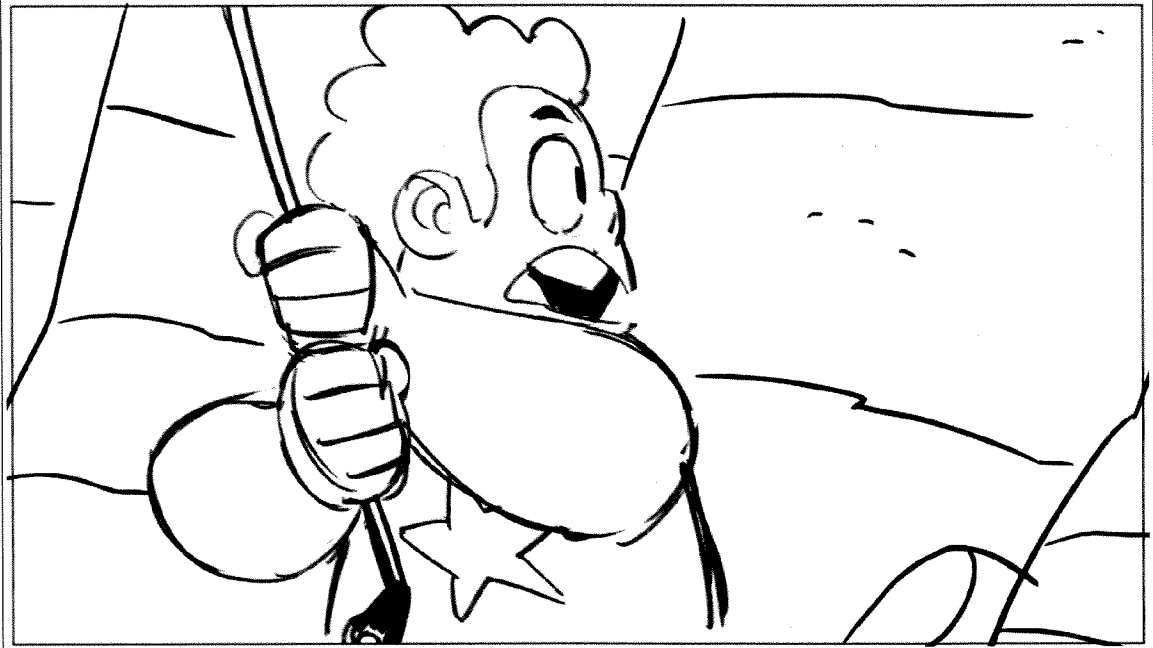
1020.009

Scene	Panel
129	4



Slugging
0.05

Scene	Panel
130	1



Slugging
0.05

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1020.009

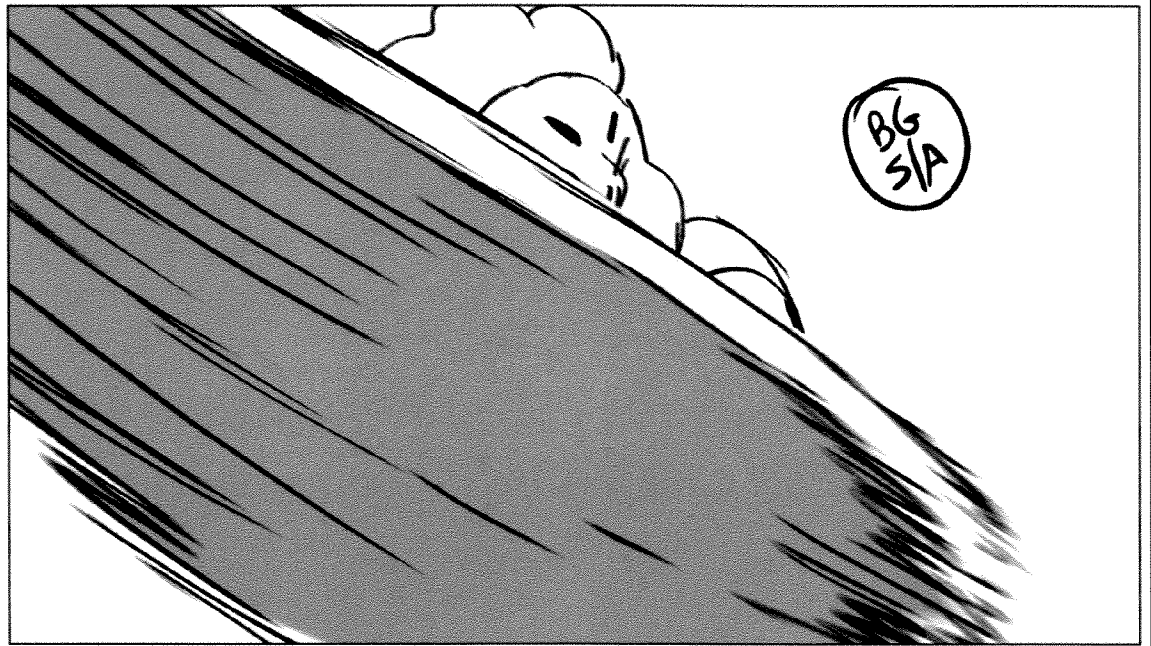
1020.009

Scene	Panel
130	CONT 2



Slugging
0.02

Scene	Panel
130	CONT 3



Slugging
0.02

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1020.009

1020.009

1020.009

Scene 130 CONT Panel 4



Slugging
0.02

Scene 130 CONT Panel 5



Action Notes
Steven swinging metal detector at spikes flying by him

Slugging
0.05

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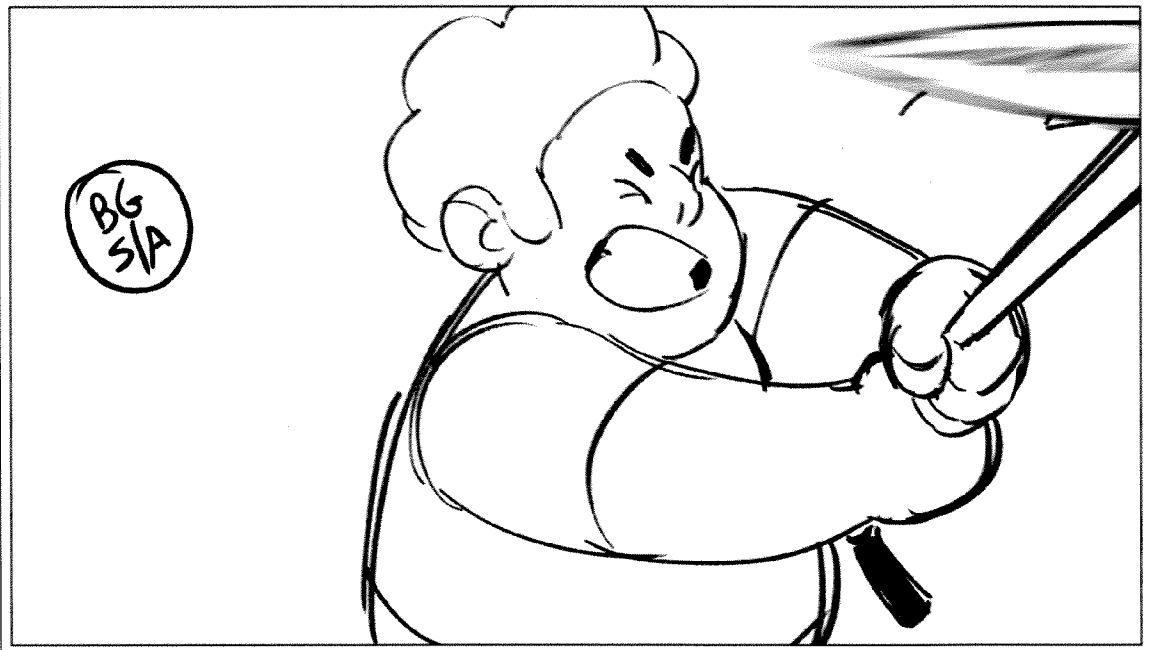
1020-009

Scene 130 Panel 6
CONT



Slugging
0.05

Scene 130 Panel 7
CONT



Slugging
0.05

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1020.009

1020.009

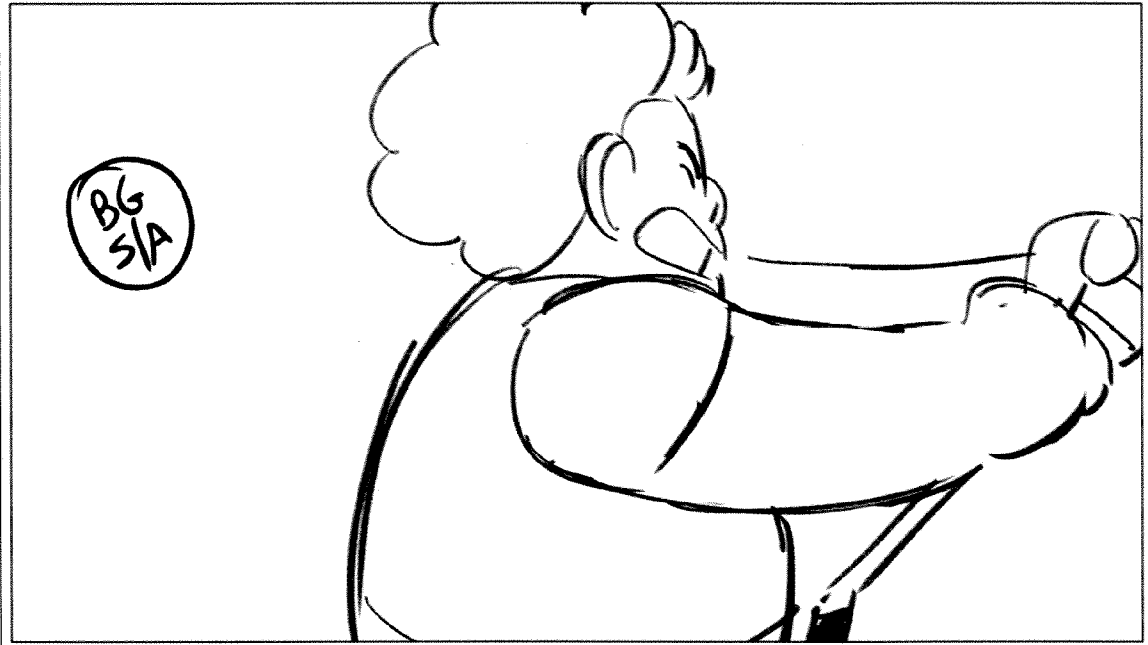
1020.009

Scene 130 Panel 8



Slugging
0.05

Scene 130 Panel 9



Slugging
0.05

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1020-009

Scene 130 Panel 10
CONT



Slugging
0.05

Scene 130 Panel 11
CONT



Action Notes
steen stops swinging

Slugging
0.05
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1020.009

1020.009

Scene 130 Panel 12



Slugging
0.05

Scene 130 Panel 13



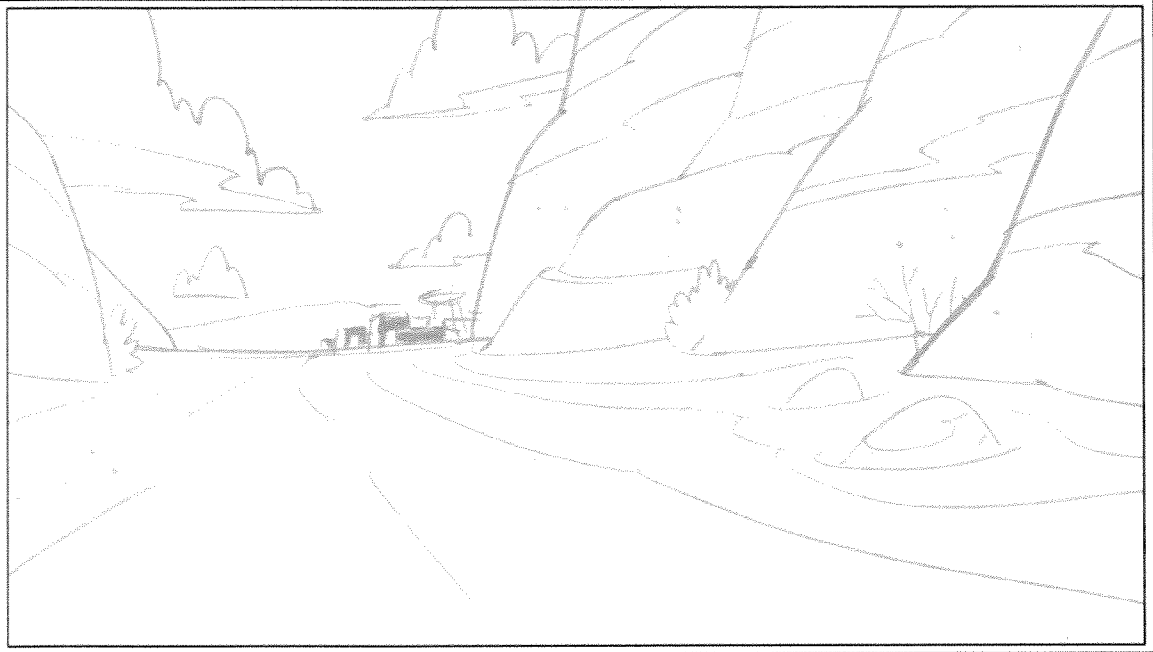
Slugging
0.05

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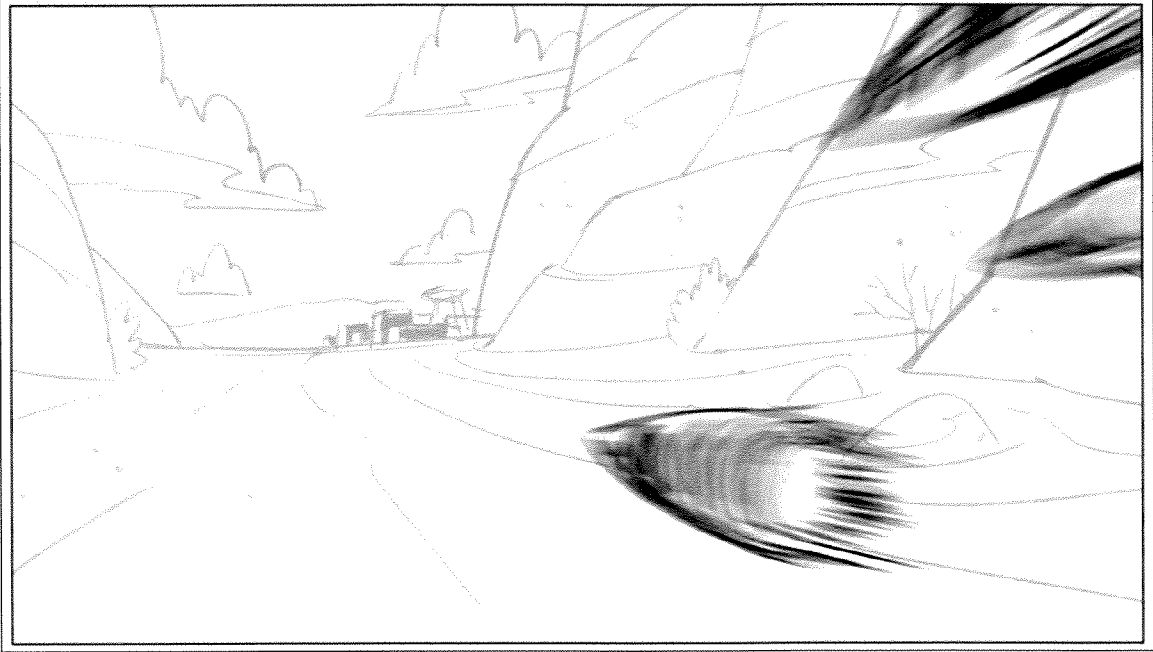
1020.009

Scene	Panel
131	1



Slugging
0.05

Scene	Panel
131	2



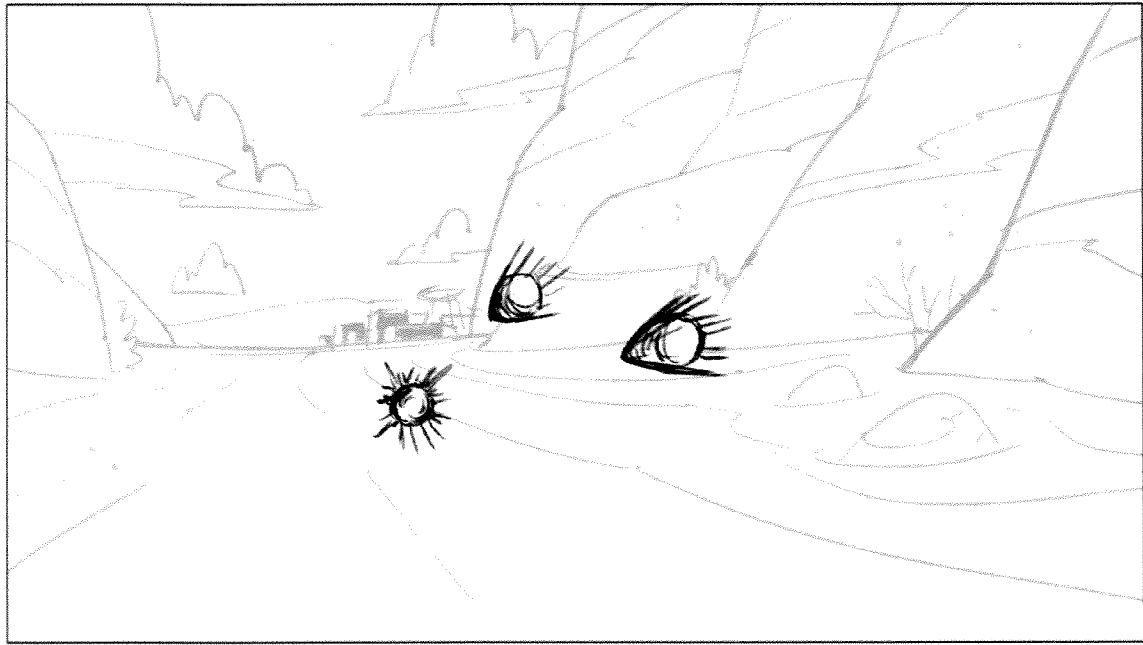
Slugging
0.05

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1020.009

1020.009

Scene 131 Panel 3
CONT



Slugging
0.05

Scene 131 Panel 4
CONT



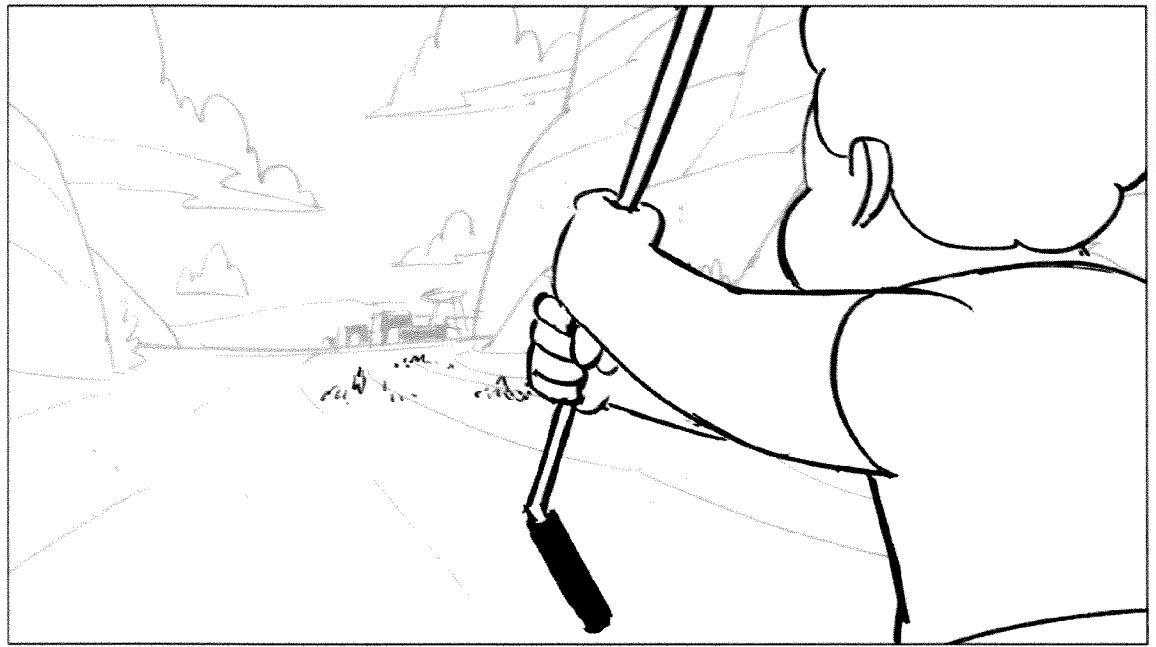
Action Notes
Spikes shoot into sand

Slugging
0.05
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1020-009

1020-009

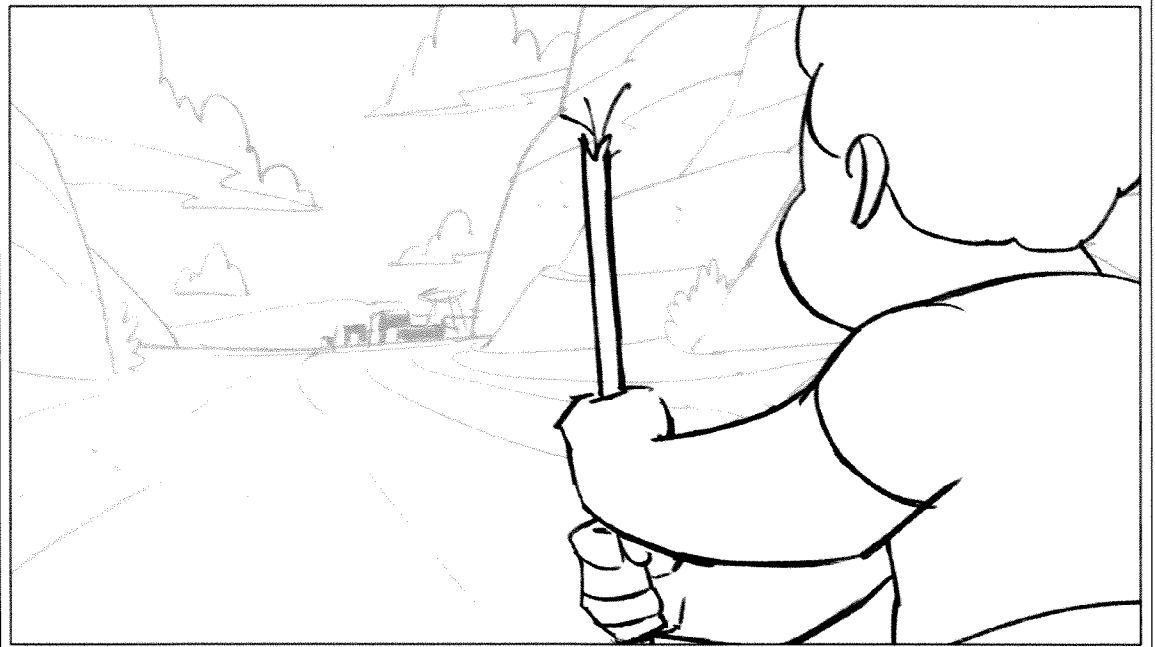
Scene 131 Panel 5



Action Notes
Steven steps into frame after spikes

Slugging
0.05

Scene 131 Panel 6



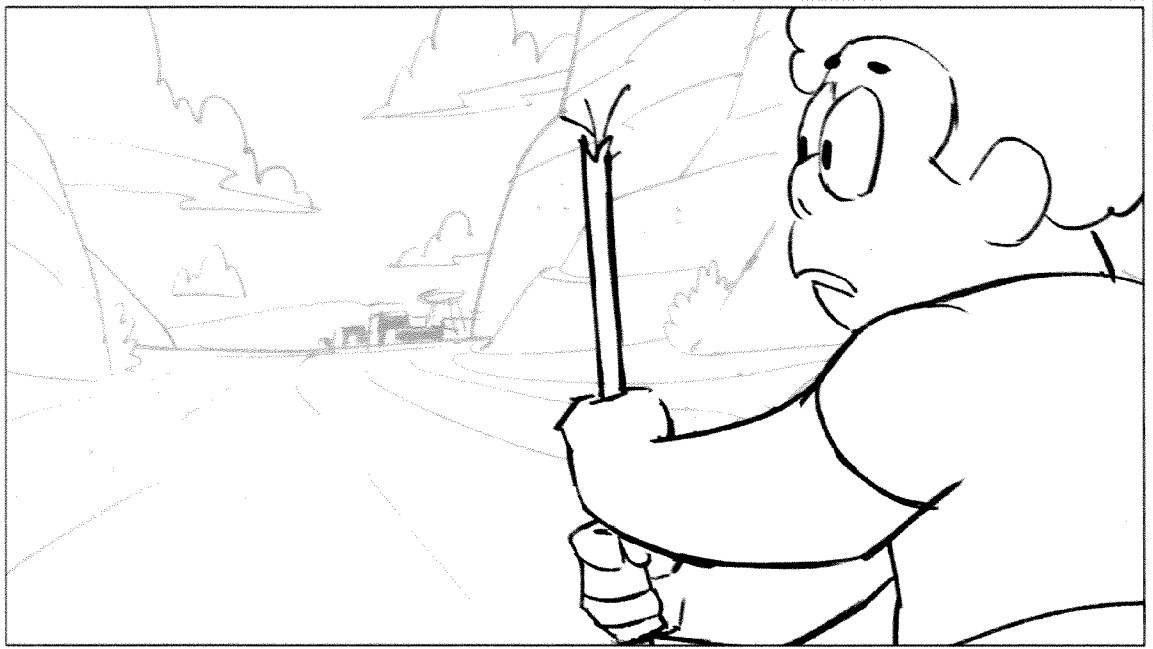
Slugging
0.14

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1020.009

Scene 131 Panel 7



Slugging
0.12

Scene 131 Panel 8



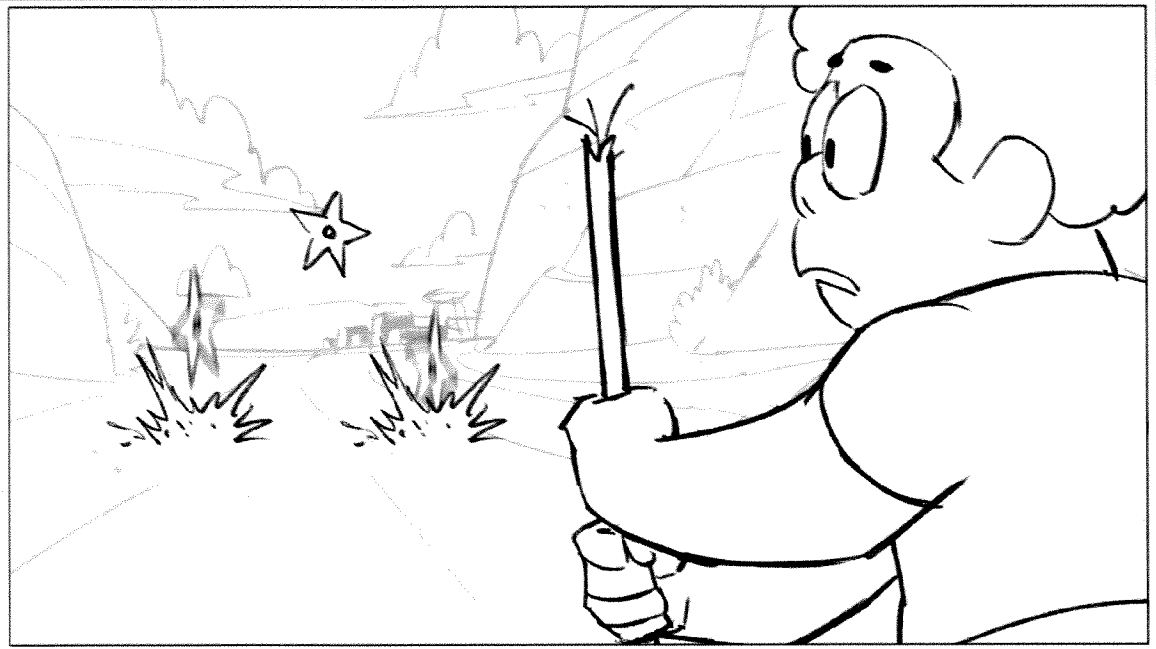
Slugging
0.05

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1020.009

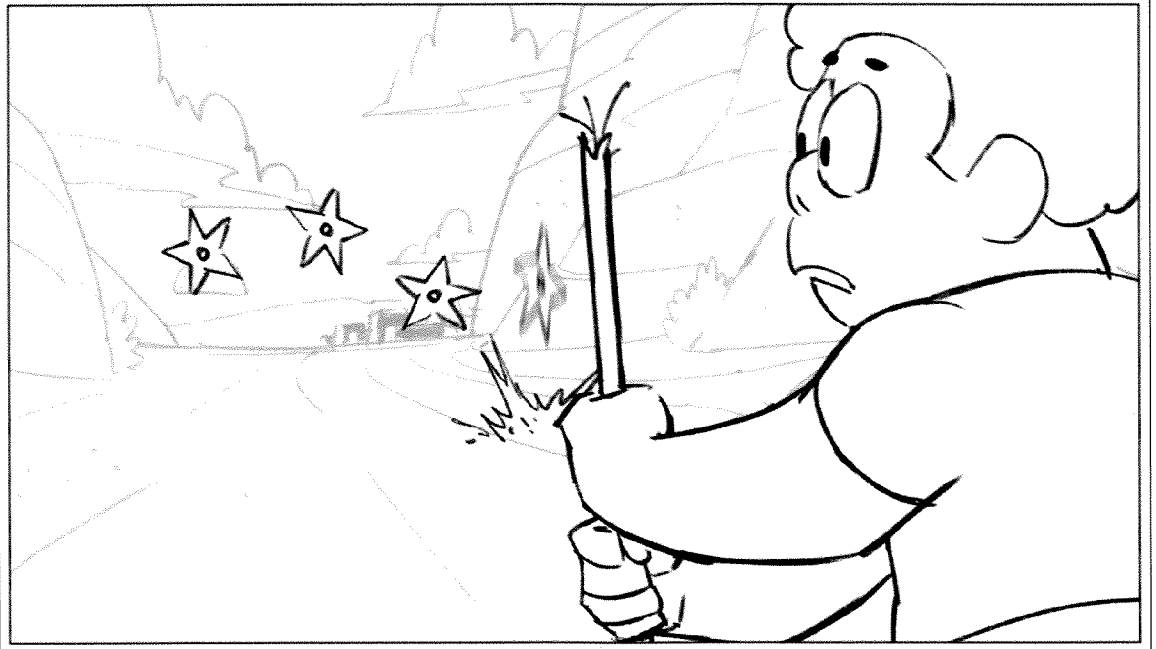
Scene	Panel
131	CONT 9



Action Notes
Stars shooy out of sand

Slugging
0.05

Scene	Panel
131	CONT 10



Slugging
0.05

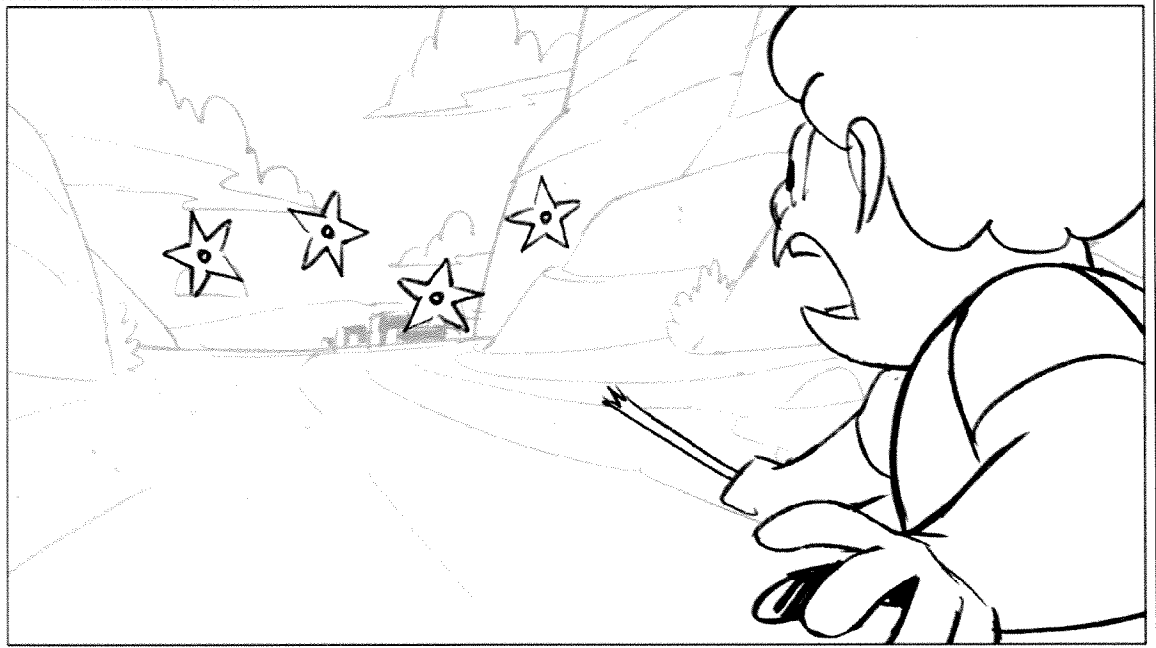
JUN 17 2013

1020.009

1020.009

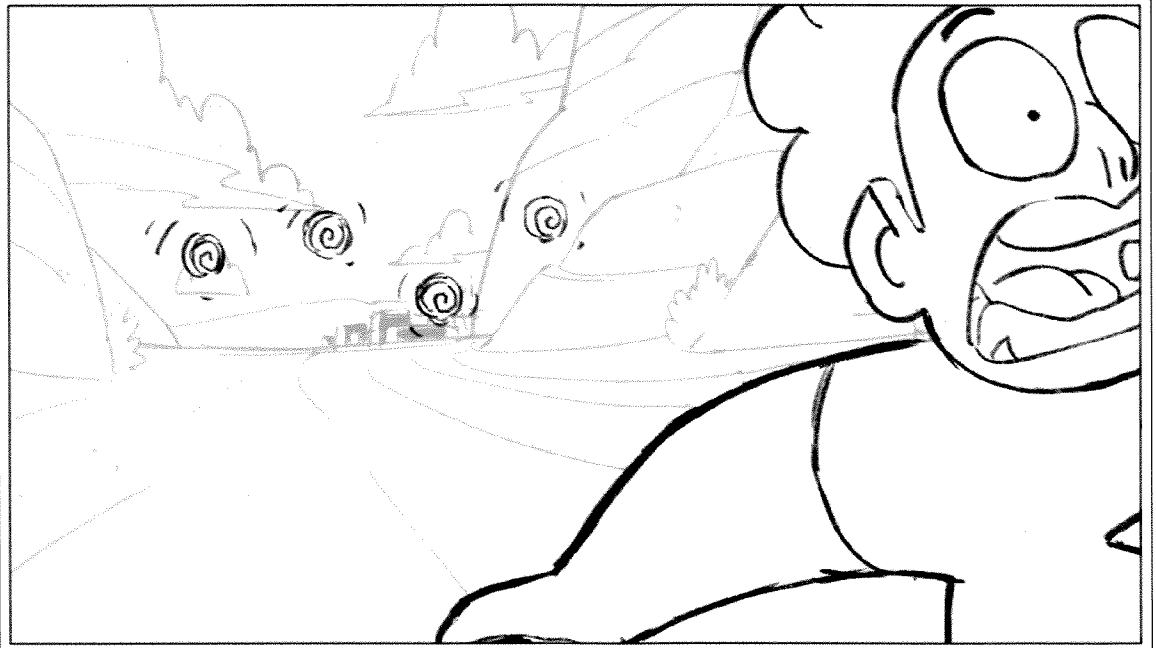
1020.009

Scene 131 cont Panel 11



Slugging
0.08

Scene 131 cont Panel 12



Action Notes
Steven turns to run out of frame

stars turn into spikes

Slugging
0.05

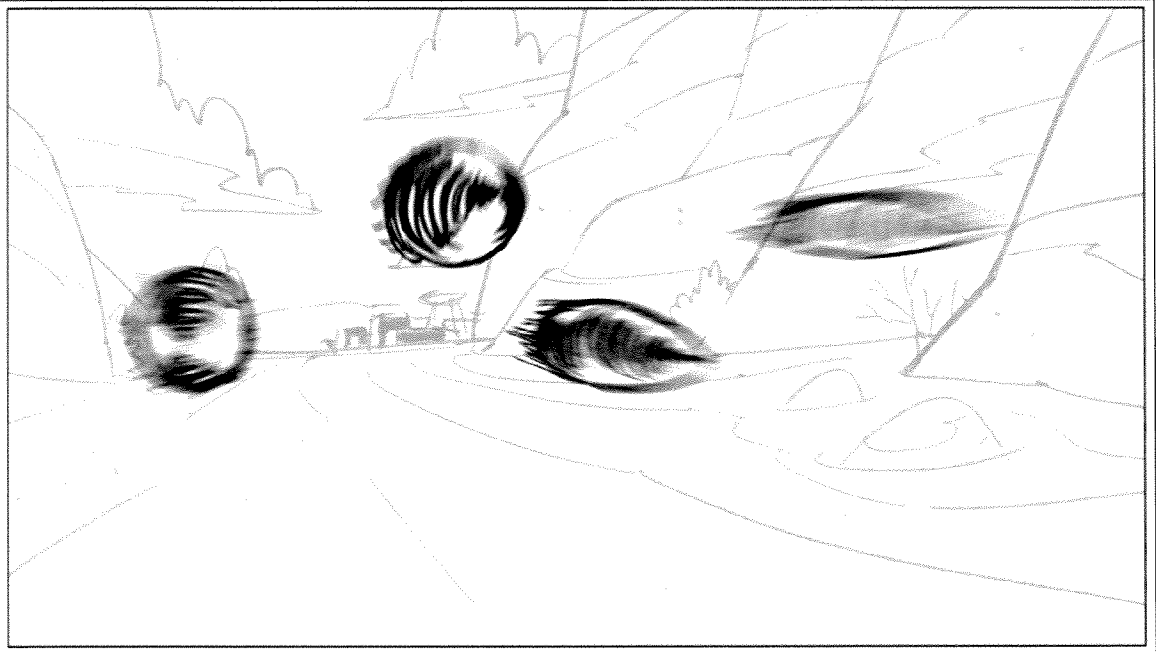
JUN 17 2013

1020.009

1020.009

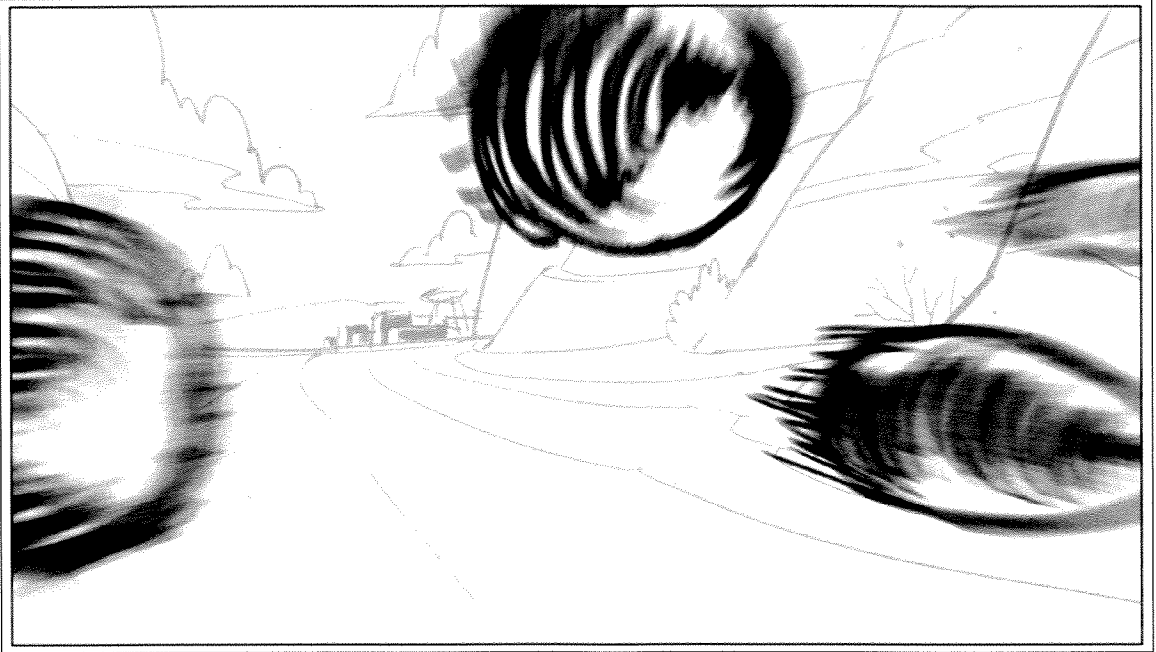
1020.009

Scene 131 Panel 13
CONT



Slugging
0.05

Scene 131 Panel 14
CONT



Slugging
0.05

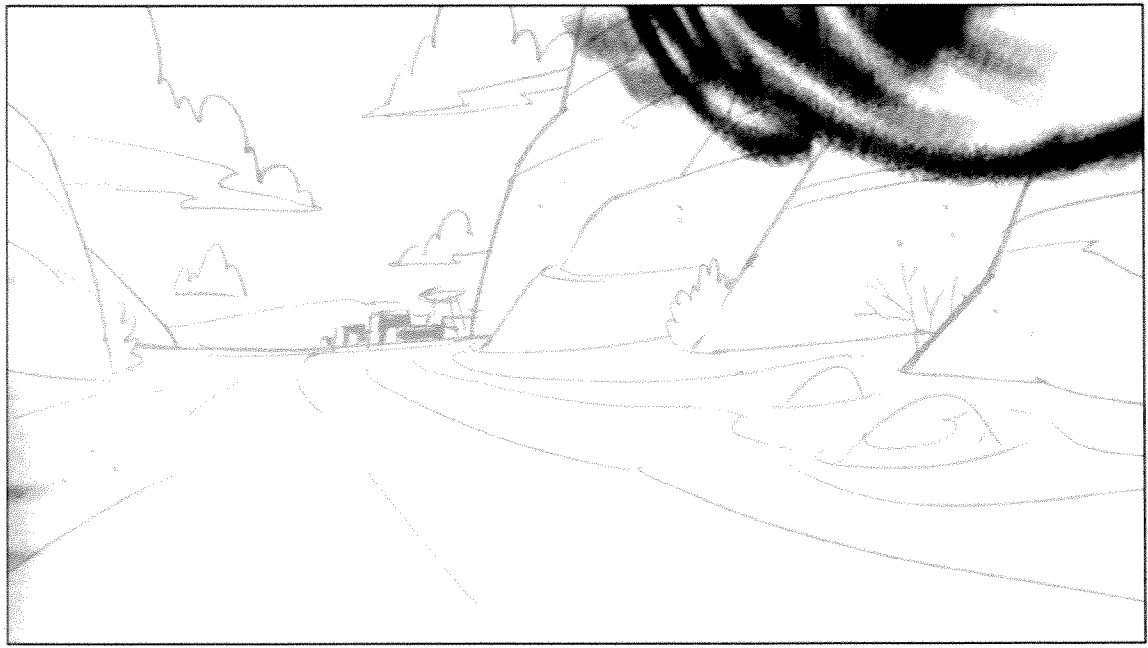
JUN 17 2013

1020.009

1020.009

1020.009

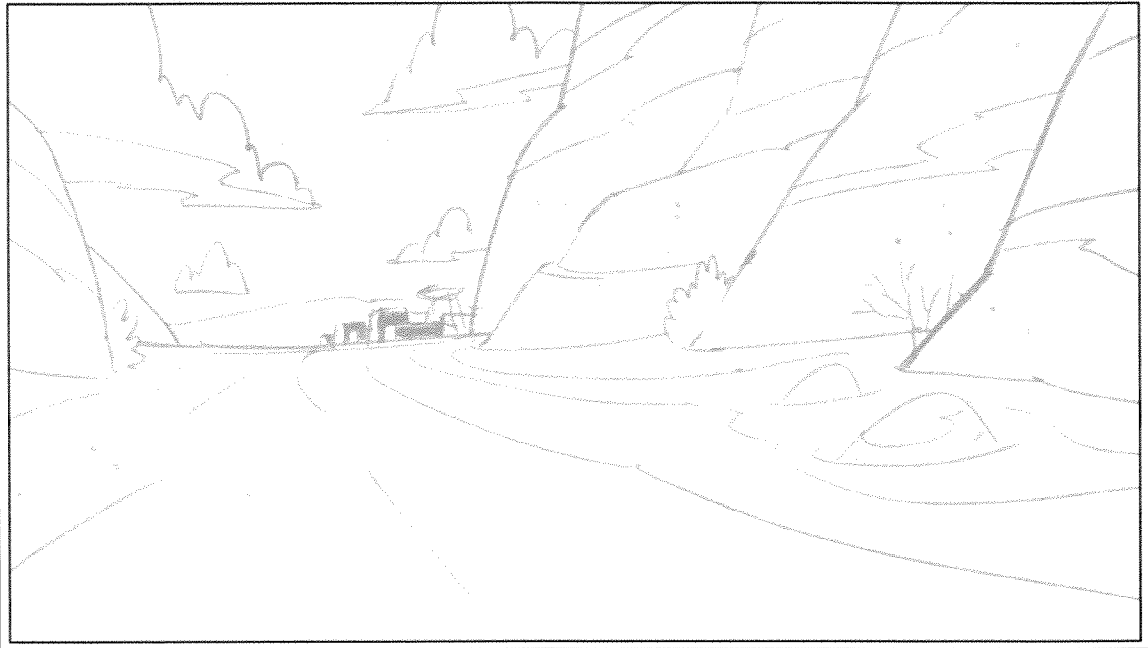
Scene 131 Panel 15
cont



Action Notes
Spikes shoot after steven off screen

Slugging
0.05

Scene 131 Panel 16
cont



Slugging
0.05

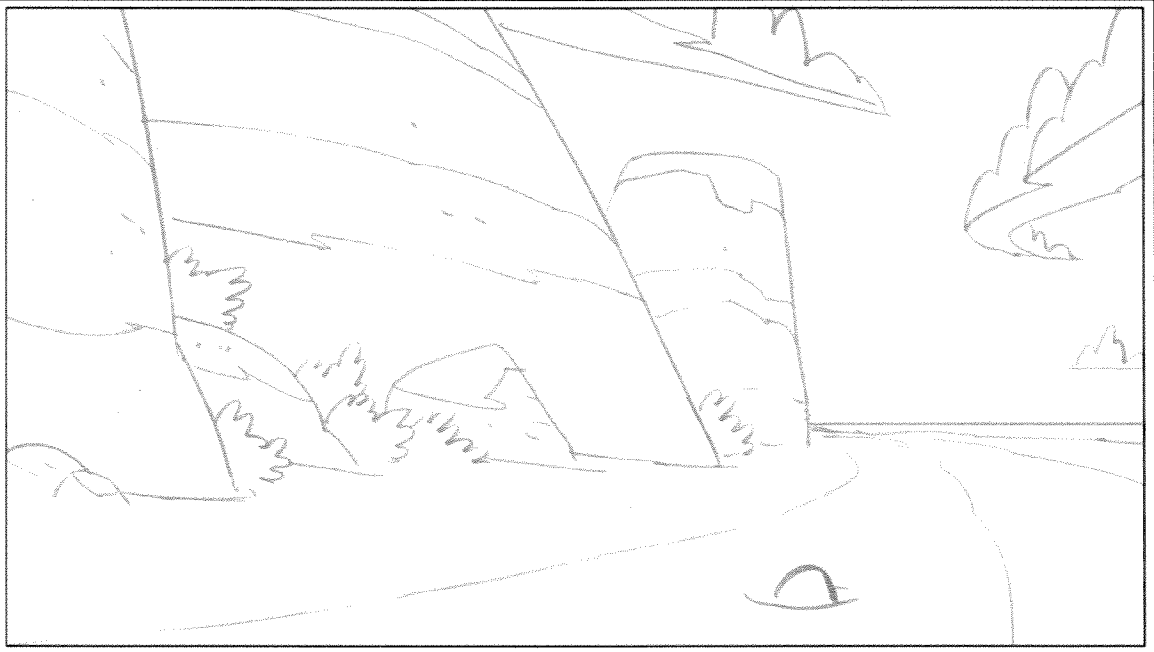
JUN 17 2013

1020.009

1020.009

1020.009

Scene	Panel
132	1



Slugging
0.05

Scene	Panel
132	2



Action Notes
A and P run in from around rocks

Slugging
0.05

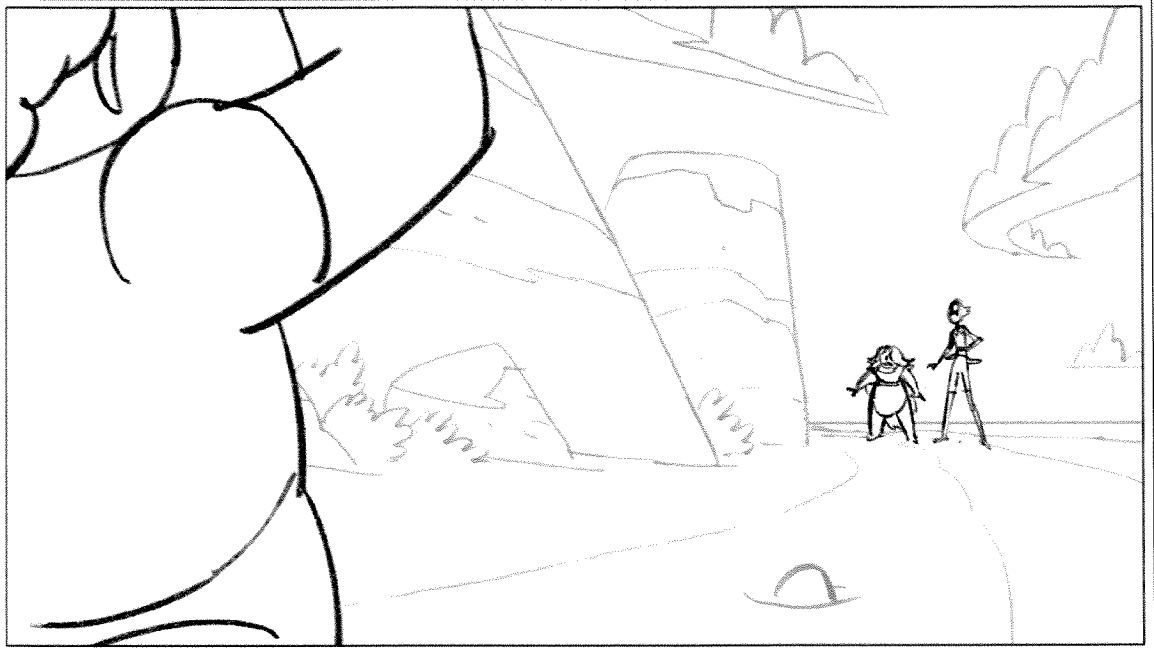
JUN 17 2013

1020.009

1020.009

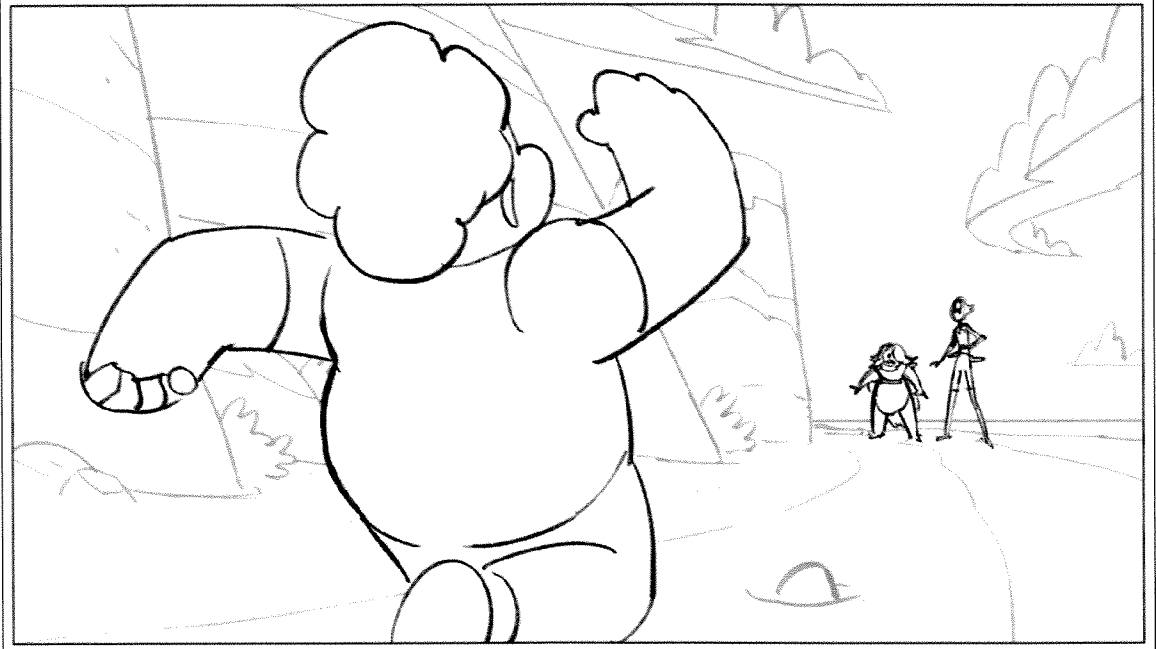
1020.009

Scene	Panel
132	CONT
	3



Slugging
0.05

Scene	Panel
132	CONT
	4



Slugging
0.05

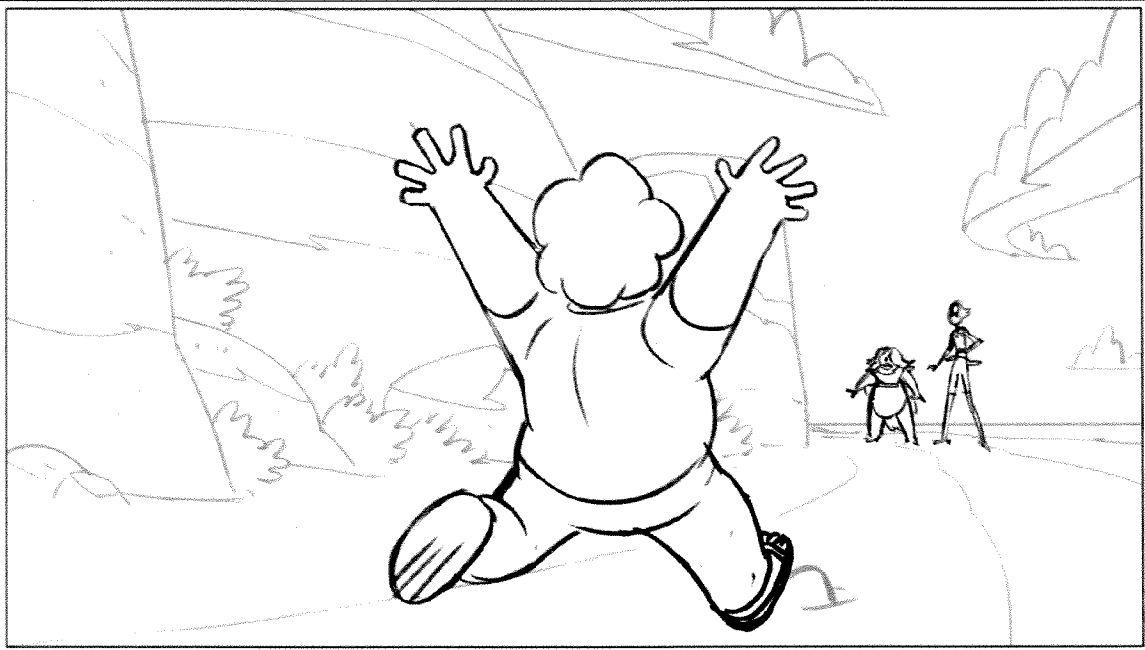
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1020.009

1020.009

1020.009

Scene	Panel	
132	CONT	5



Slugging
0.05

Scene	Panel	
132	CONT	6



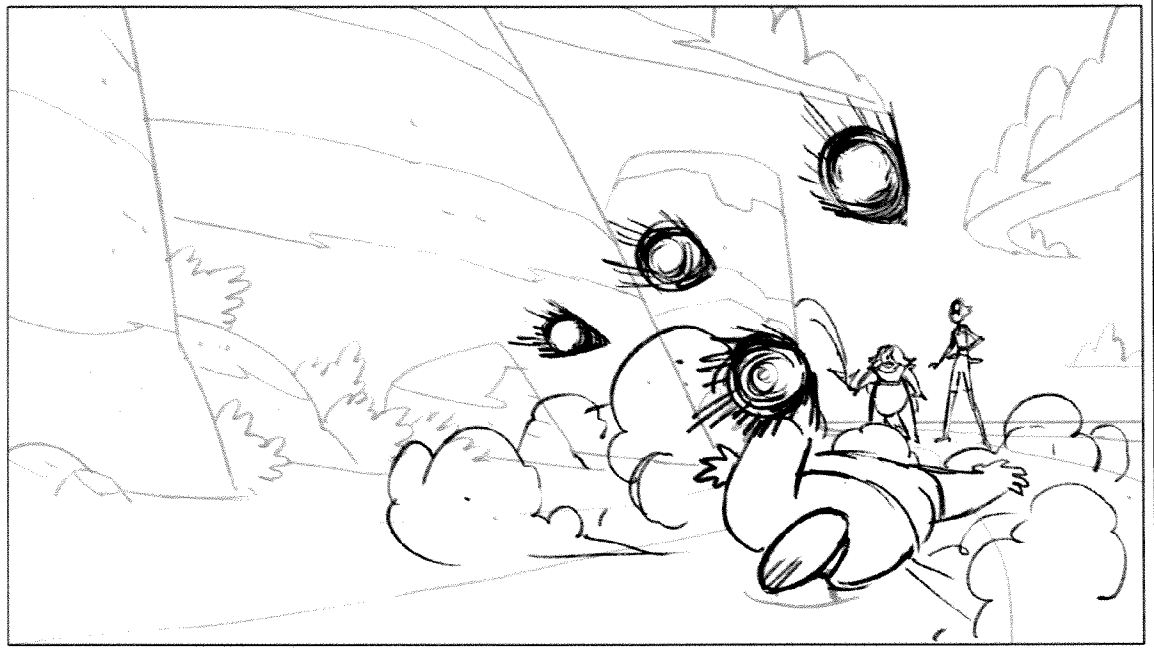
Action Notes
Steven trips on a rock

Spikes fly into frame after

Slugging
0.05

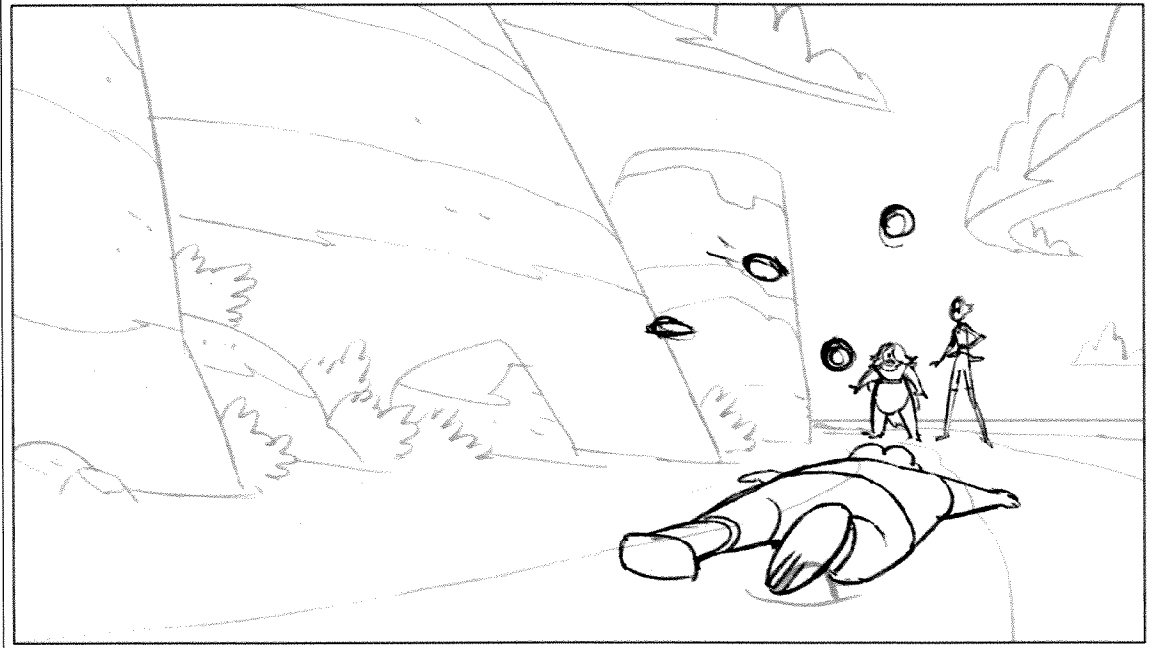
JUN 17 2013

Scene	Panel
132	<i>cont</i> 7



Slugging
0.05

Scene	Panel
132	<i>cont</i> 8



Slugging
0.05

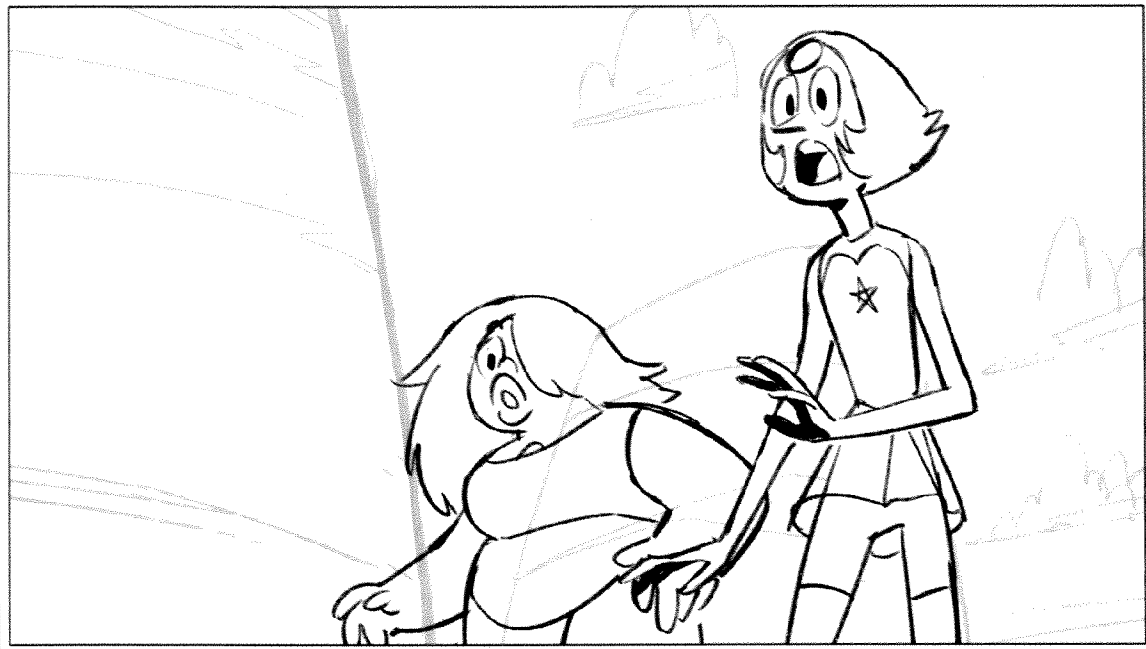
JUN 17 2013

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1020-009

1020-009

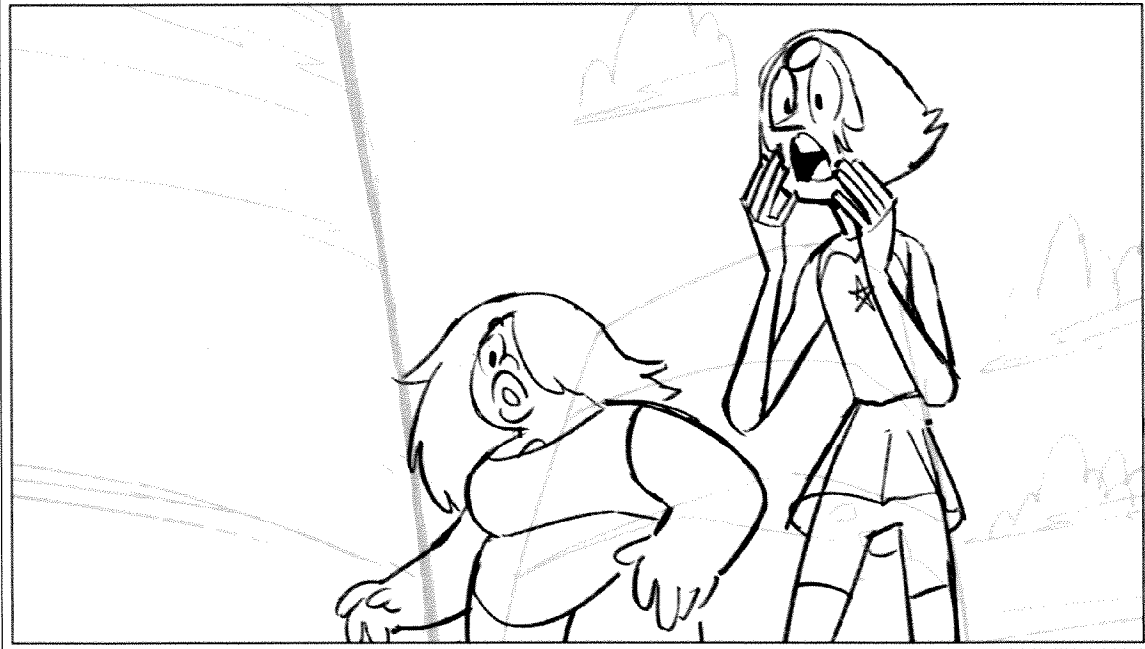
Scene 133 Panel 1



Dialog
PEARL: STEVEN!

Slugging
0.09

Scene 133 Panel 2



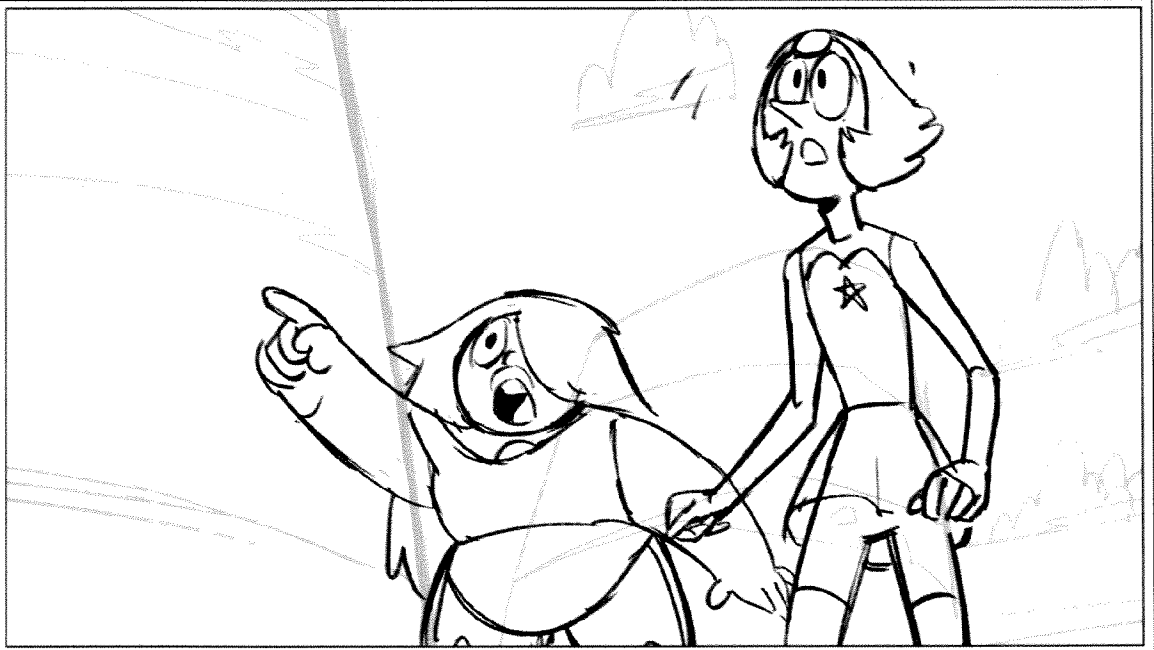
Slugging
2.11

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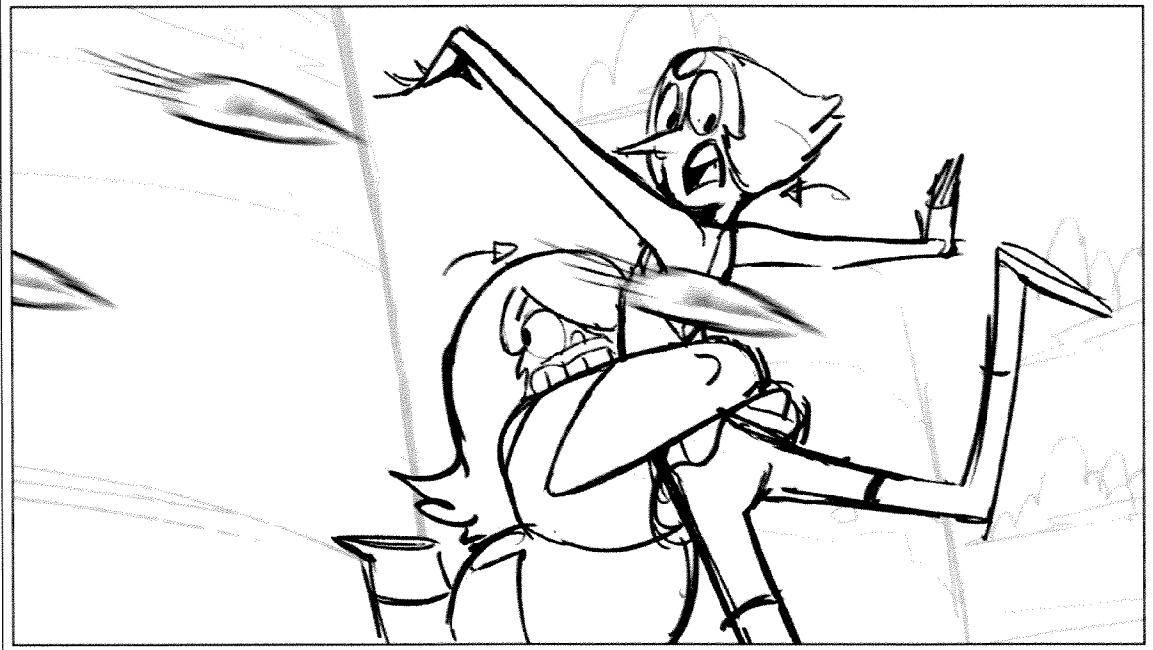
Scene 133 Panel 3



Dialog
AMETHYST: IT'S THE LITTLE GUYS!!!

Slugging
0.05

Scene 133 Panel 4



Action Notes
spikes fly by A and P

A grabs P as she dodges

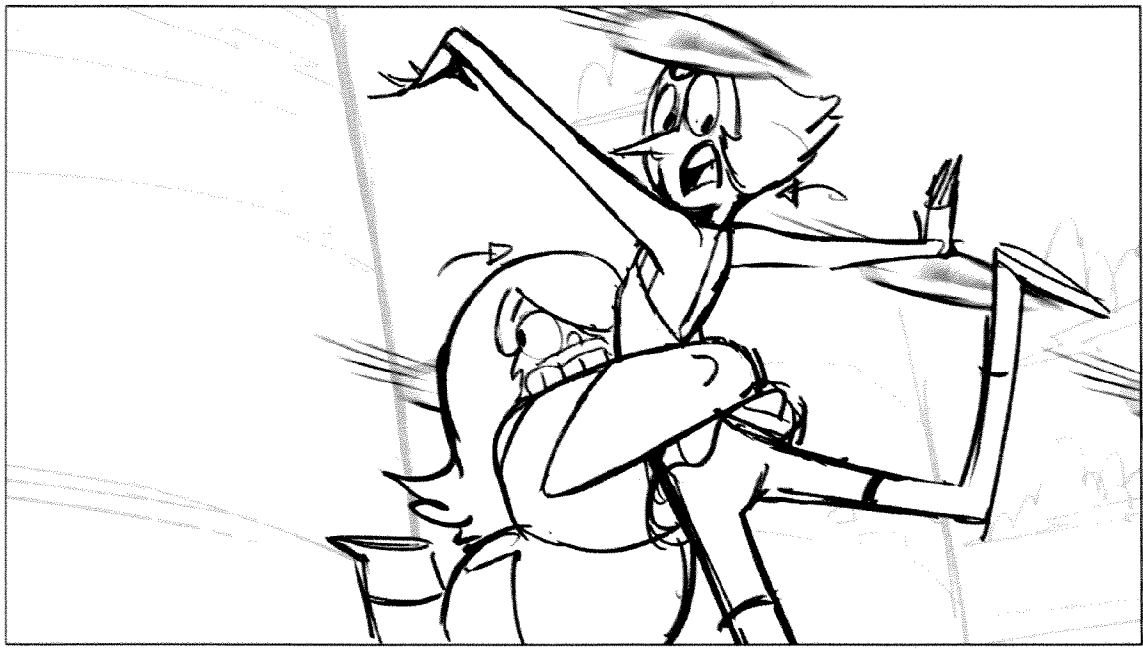
Slugging
0.05

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1020-009

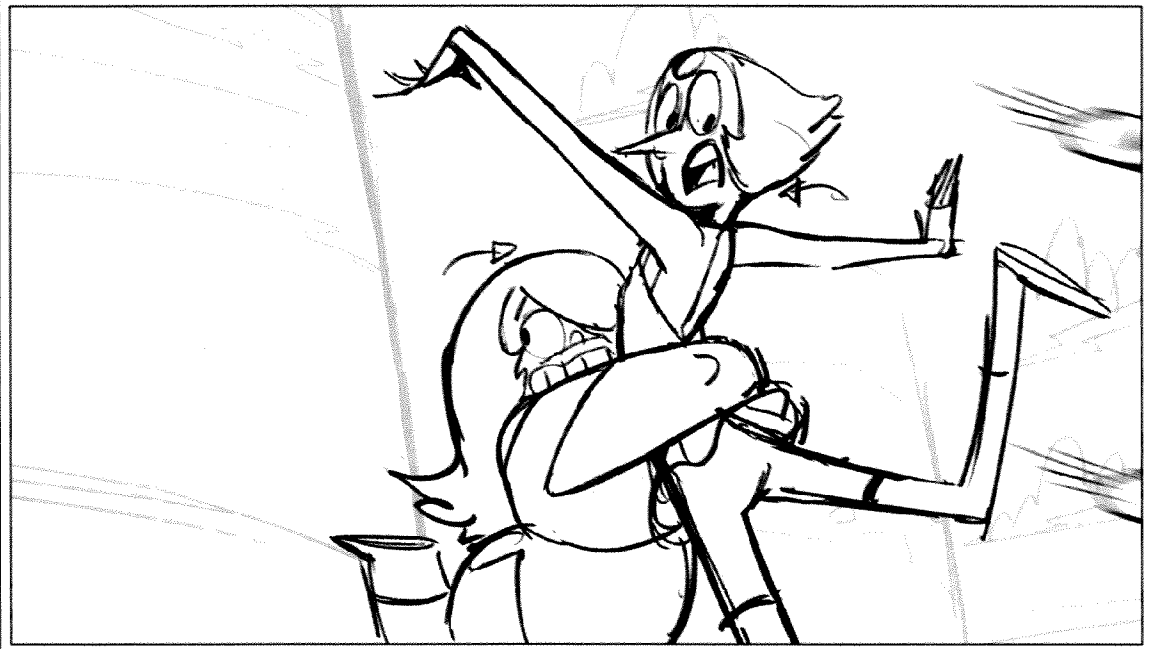
1020-009

Scene 133 Panel 5



Slugging
0.05

Scene 133 Panel 6



Slugging
0.05

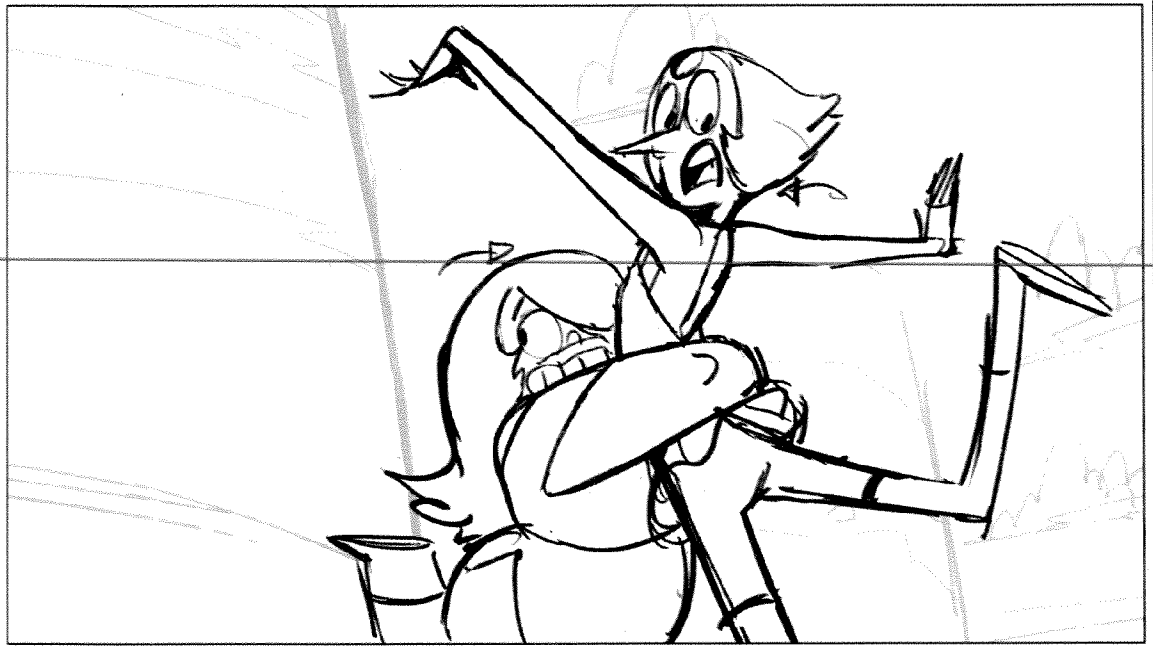
JUN 17 2013

1020.009

1020.009

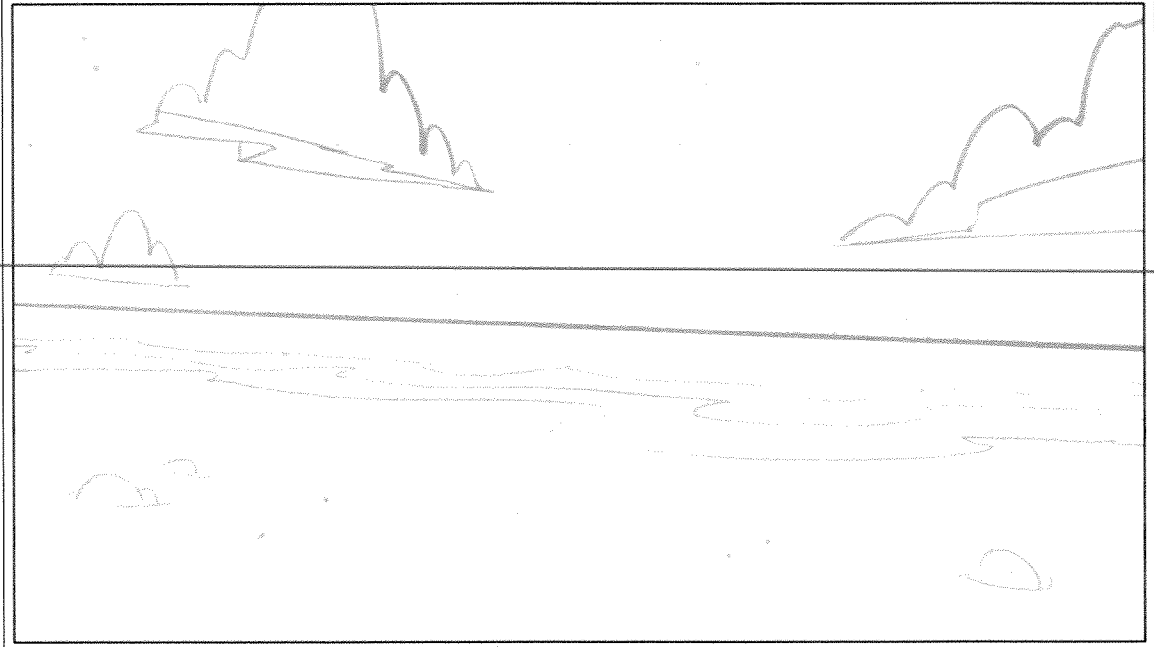
1020.009

Scene	Panel
133	CONT 7



Slugging
0.05

Scene	Panel
134	1



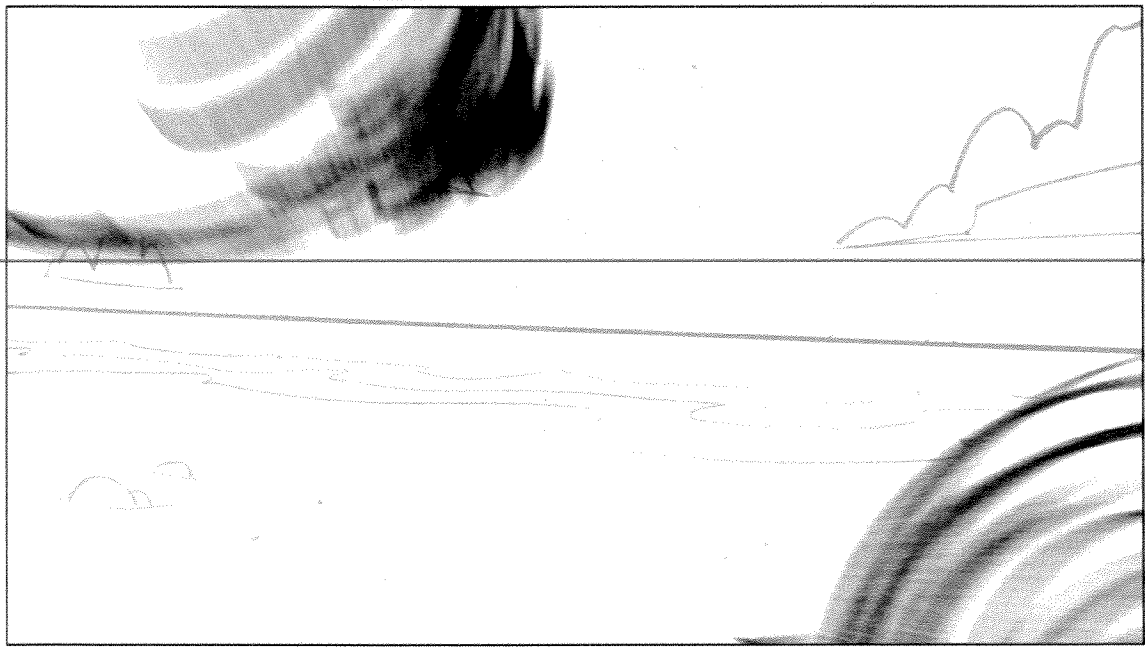
Slugging
0.05

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1020.009

1020.009

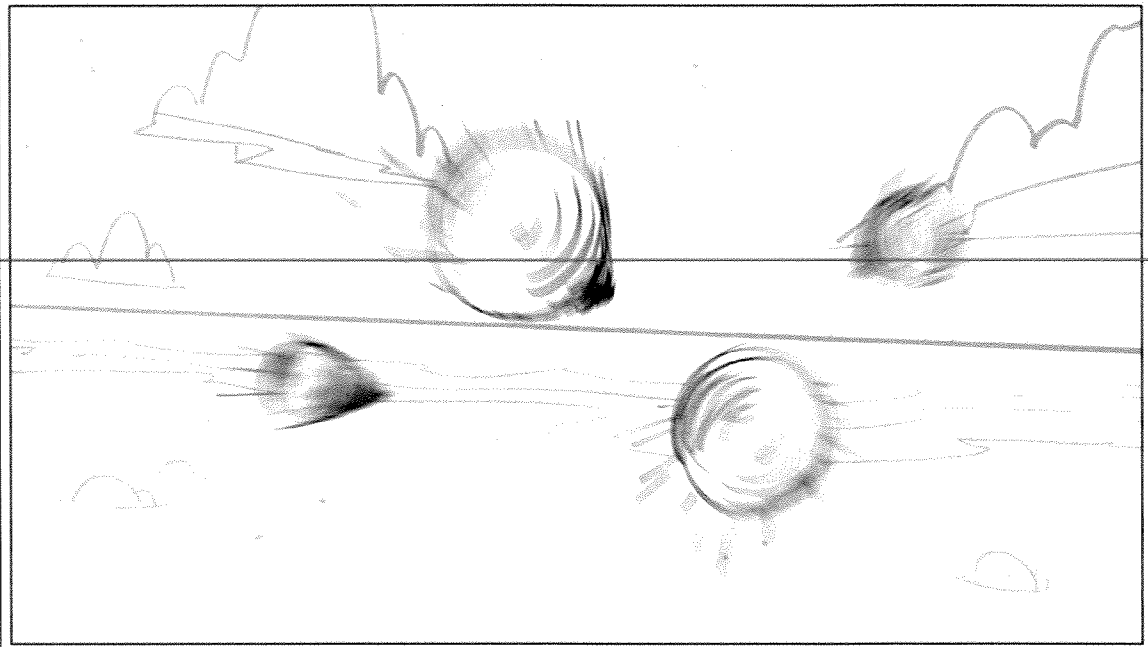
Scene 134 Panel 2
CONT



Action Notes
spikes shoot into beach

Slugging
0.05

Scene 134 Panel 3
CONT



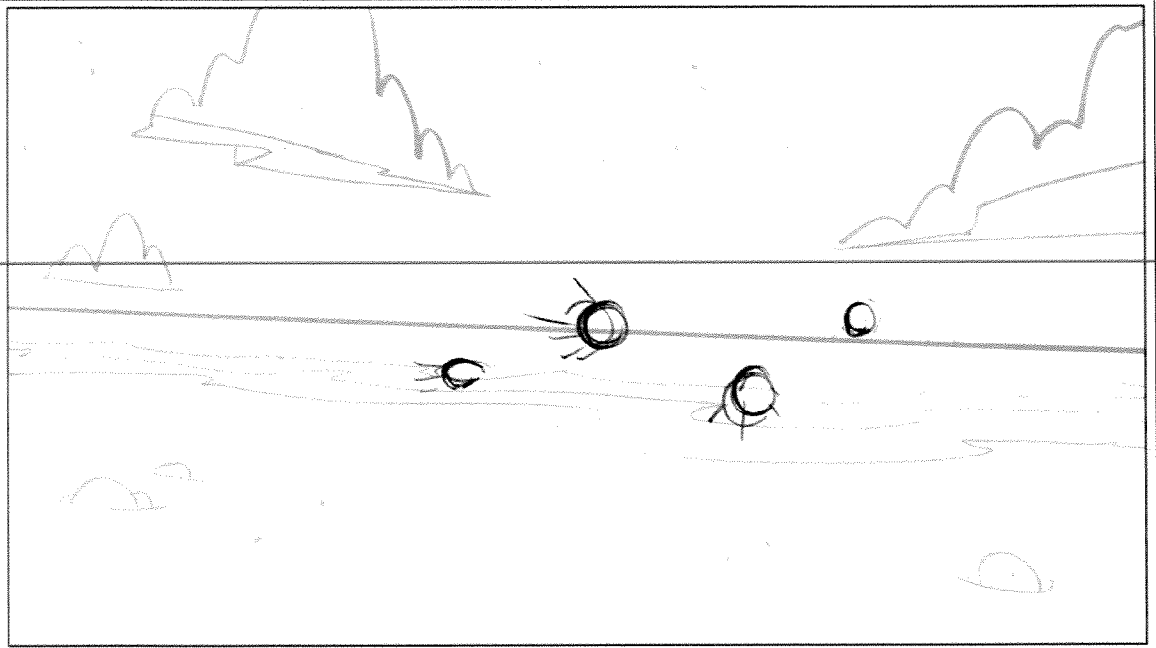
Slugging
0.05

JUN 17 2013

1020.009

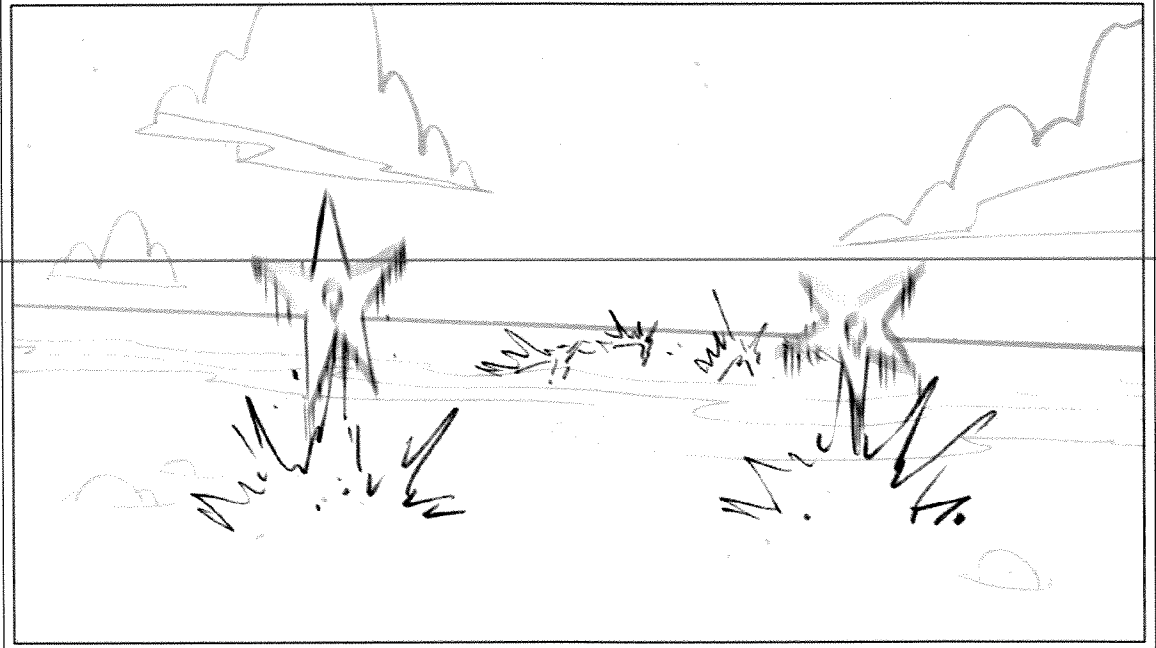
1020.009

Scene	Panel
134	CONT 4



Slugging
0.05

Scene	Panel
134	CONT 5



Action Notes
Stars shoot out of sand

Slugging
0.05

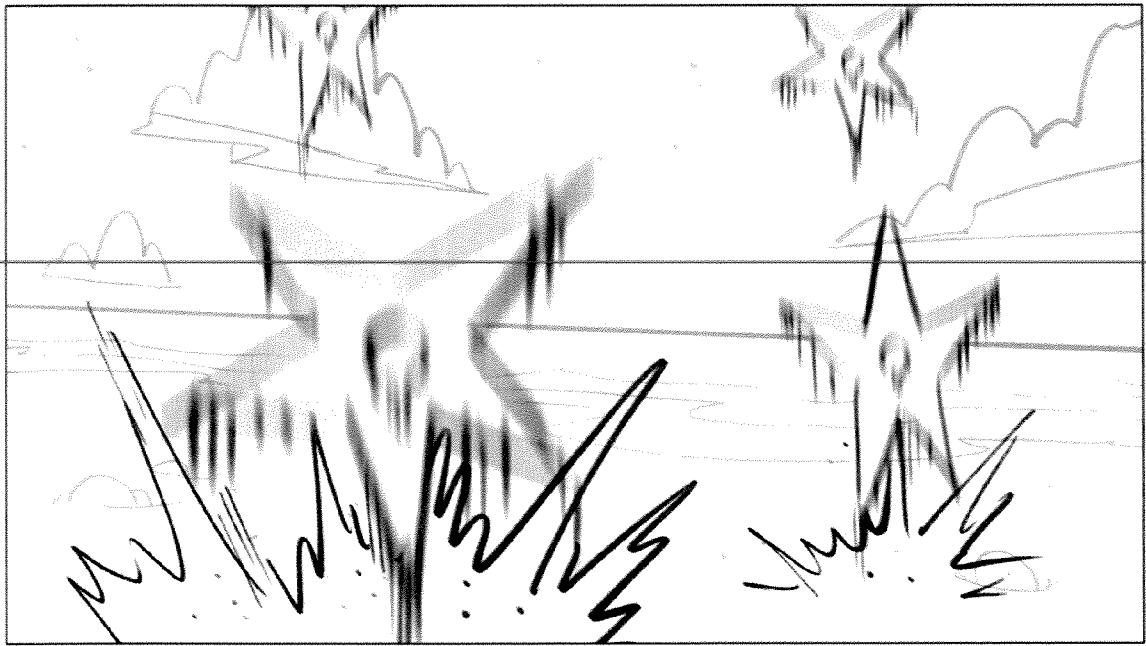
JUN 17 2013

1020.009

1020.009

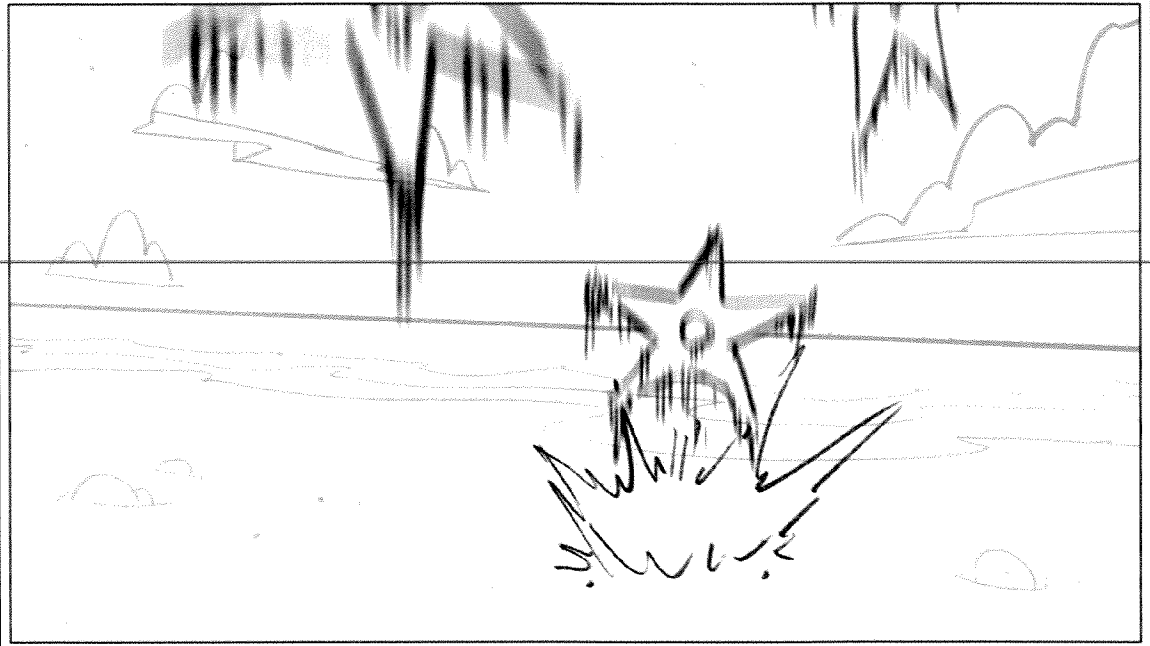
1020.009

Scene 134 **CONT** Panel 6



Slugging
0.05

Scene 134 **CONT** Panel 7



Slugging
0.05

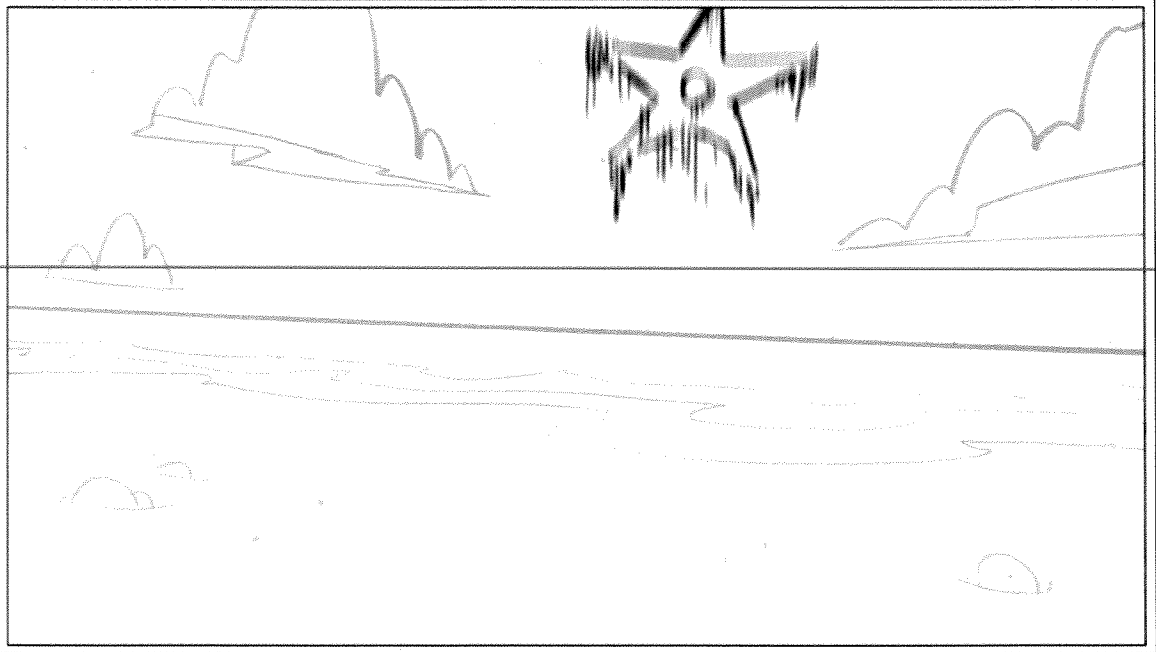
JUN 17 2013

1020.009

600.0701

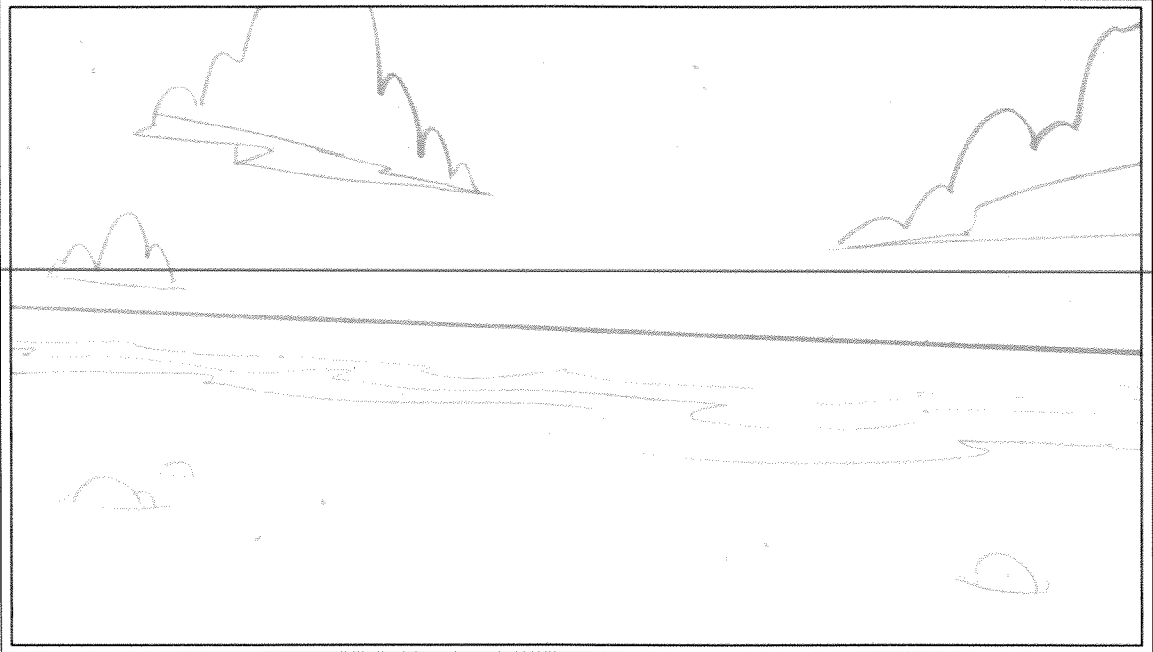
1020.009

Scene 134 Panel 8



Slugging
0.05

Scene 134 Panel 9



Slugging
0.05

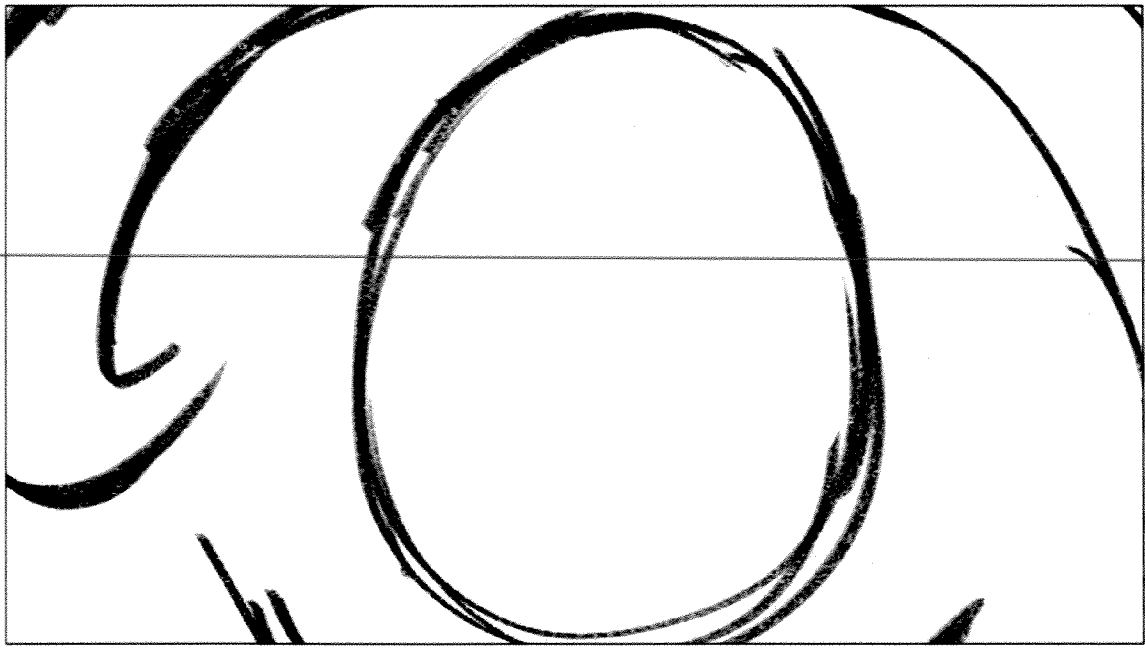
JUN 17 2013

1020.009

1020.009

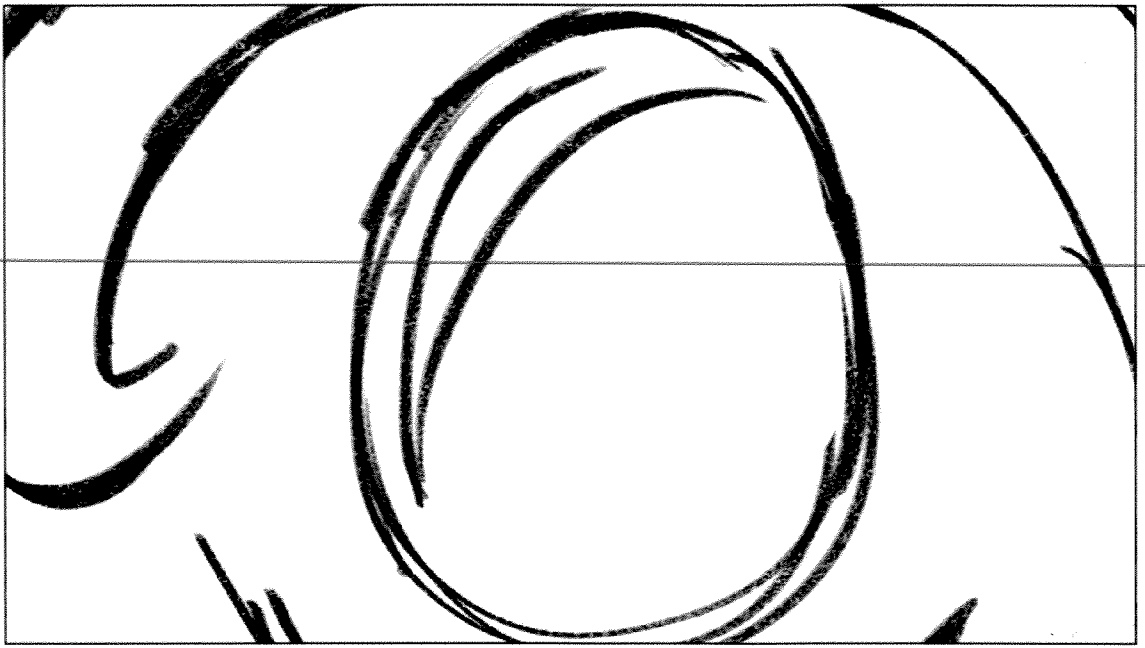
1020.009

Scene	Panel
135	1



Slugging
0.05

Scene	Panel
135	2



Action Notes
P's gem shines

Slugging
0.05

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1020.009

1020.009

1020.009

Scene	Panel
135	cont 3



Slugging
0.05

Scene	Panel
135	cont 4



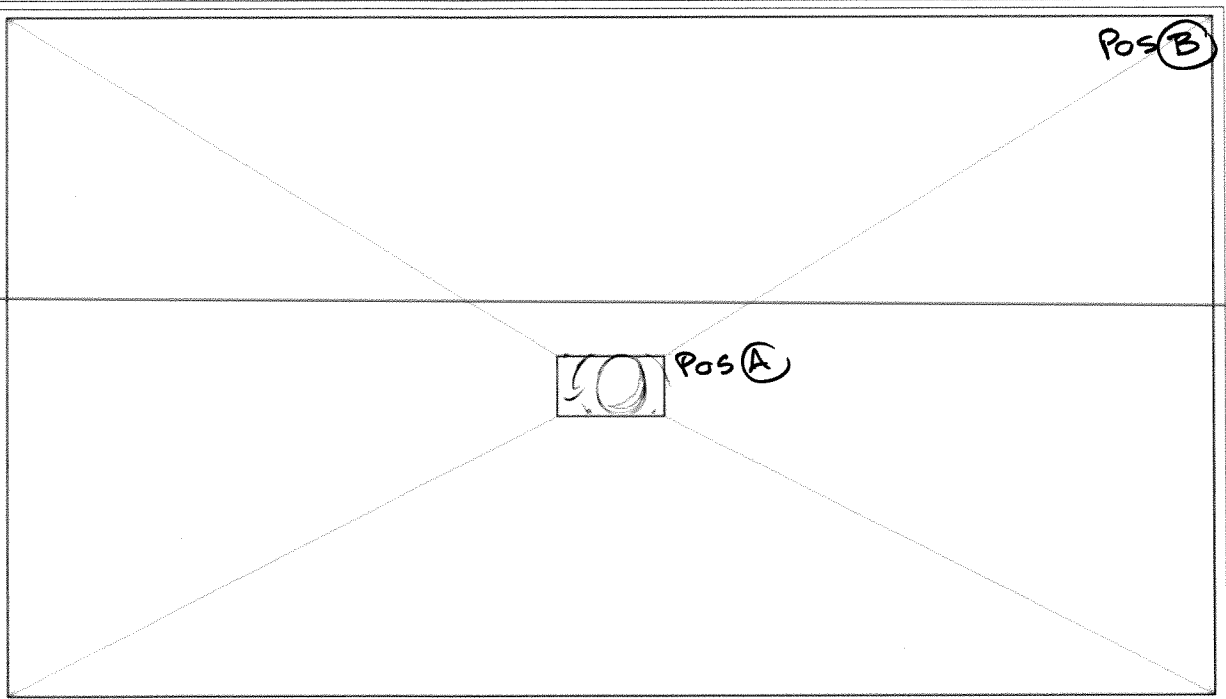
Slugging
0.05

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1020.009

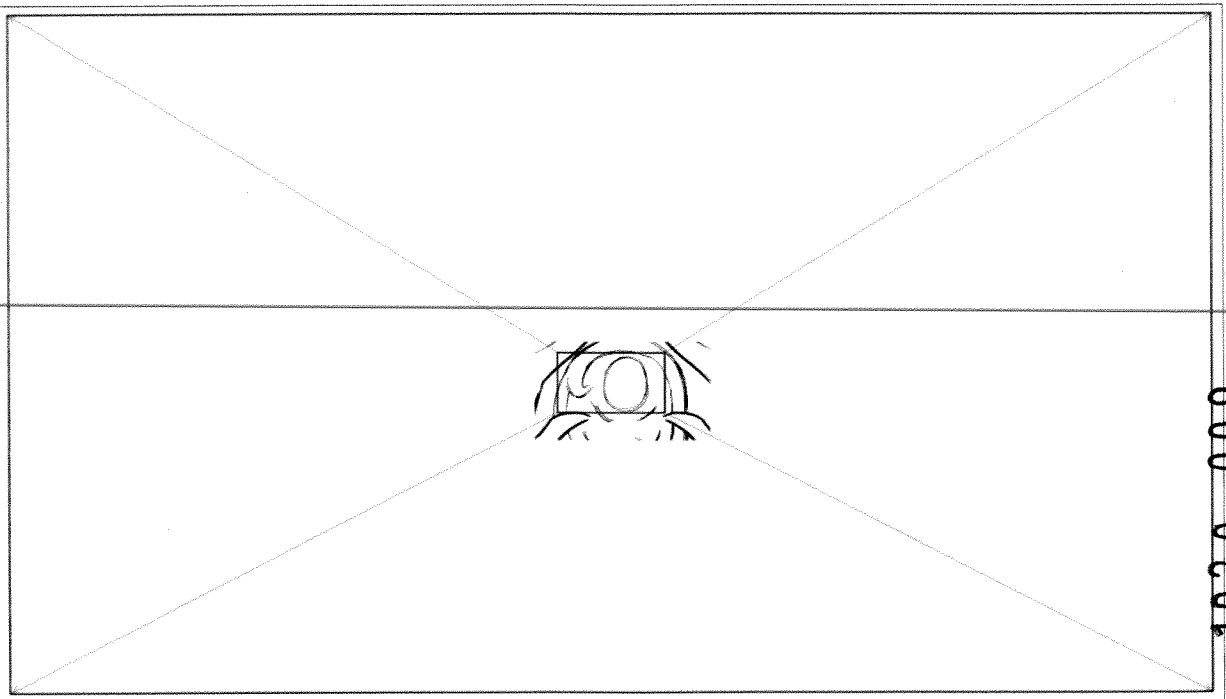
1020.009

Scene	Panel
135	CONT
	5



Slugging
ADJ: 0.05

Scene	Panel
135	CONT
	6



Slugging
ADJ: 0.05

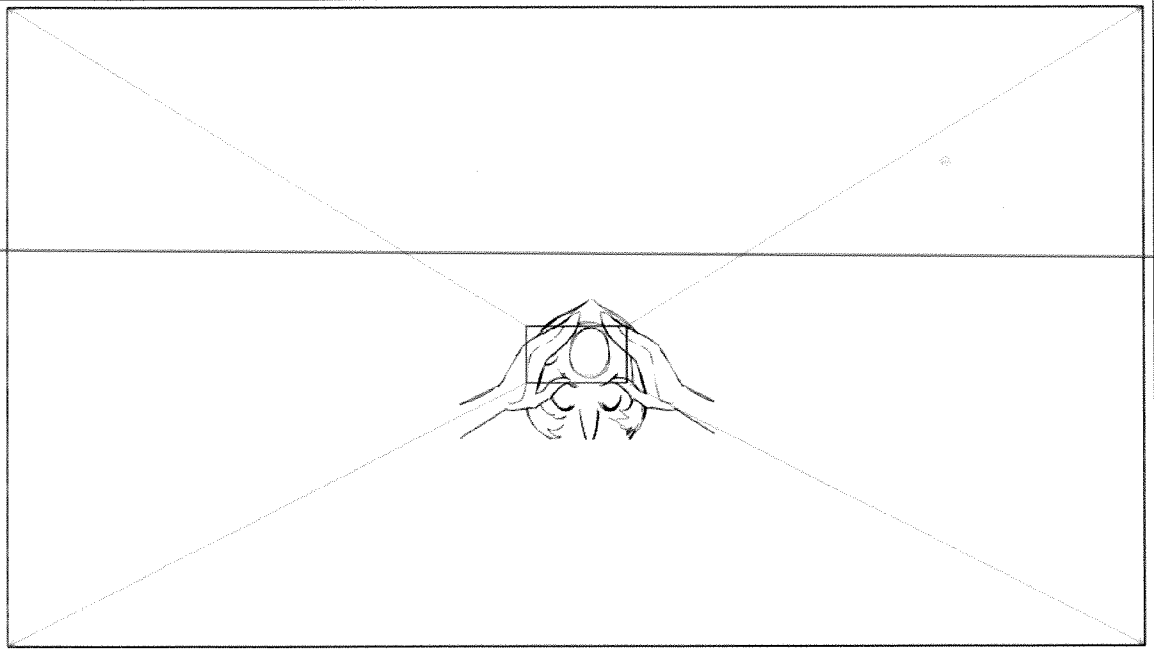
JUN 17 2013

1020.009

1020.009

1020.009

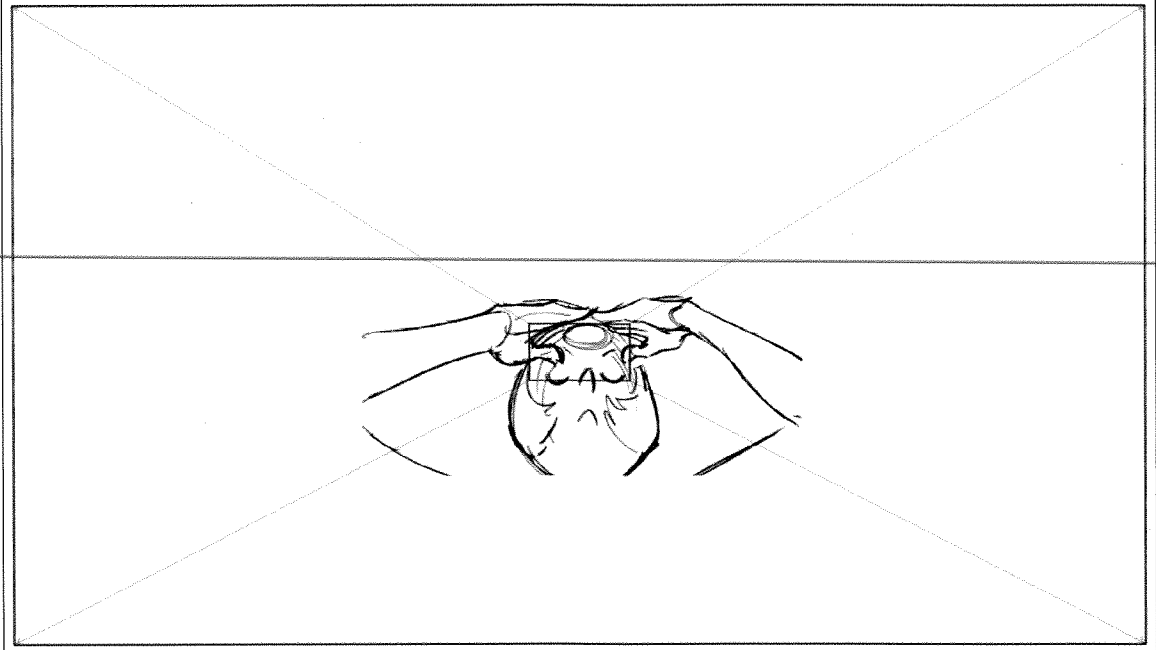
Scene 135 Panel 7
cont



Action Notes
P's hand comes in around gem

Slugging
ADJ: 0.05

Scene 135 Panel 8
cont



Slugging
ADJ: 0.05

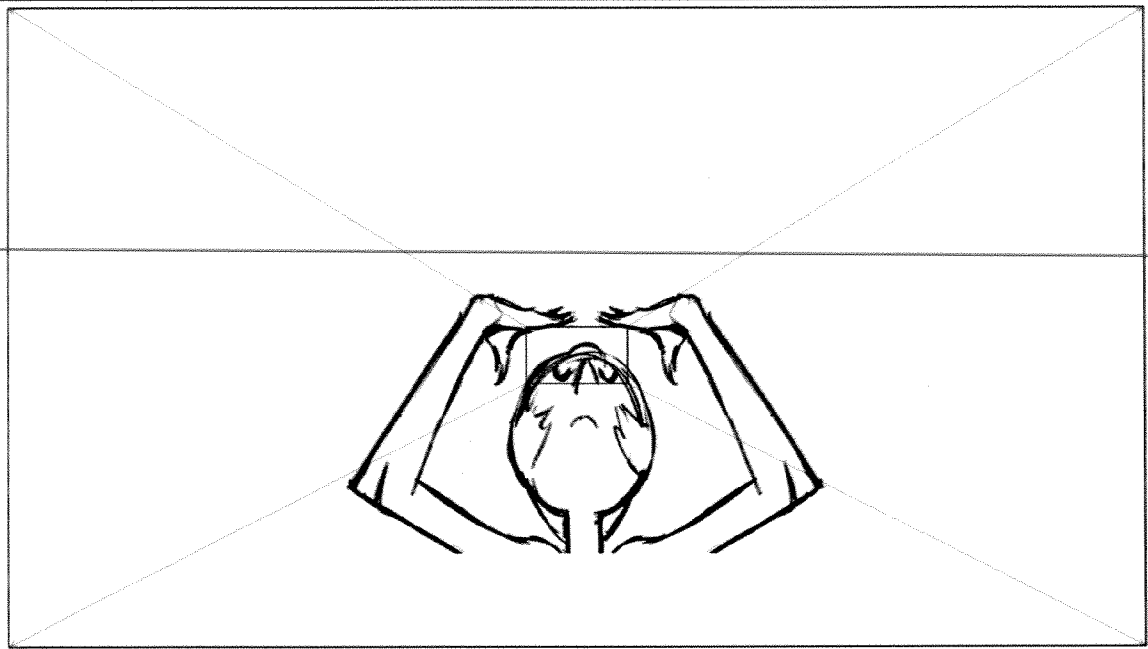
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1020-009

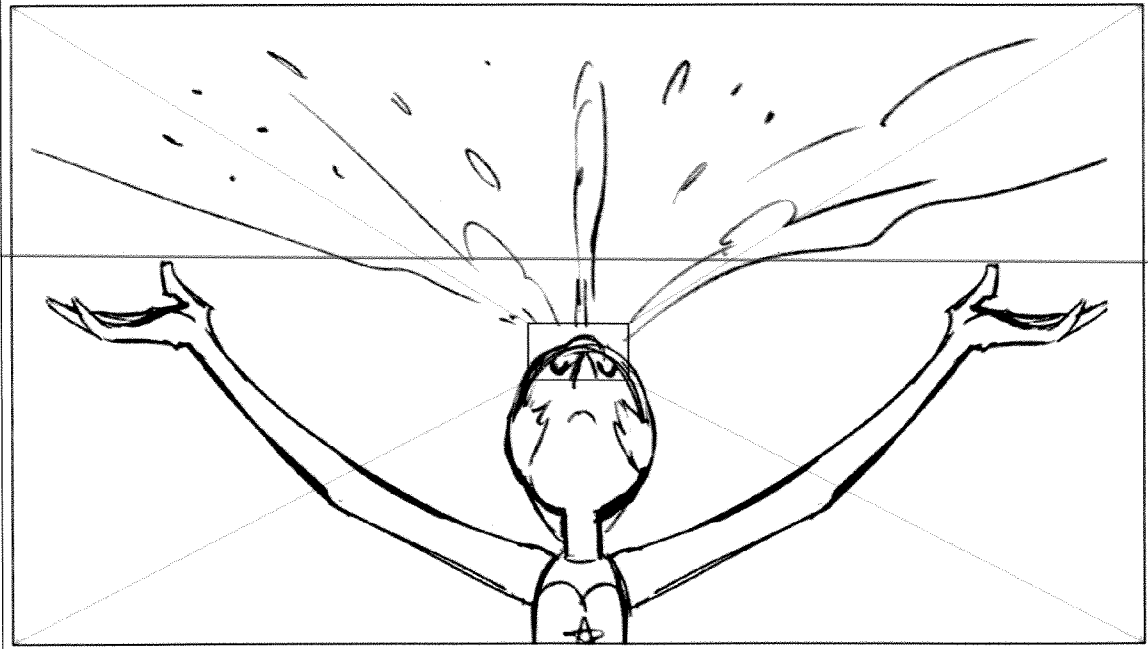
1020-009

Scene 135 Panel 9



Slugging
ADJ: 0.05

Scene 135 Panel 10



Action Notes
camera trucks out as spear comes from P's gem and P's arm goes out

Slugging
ADJ: 0.05

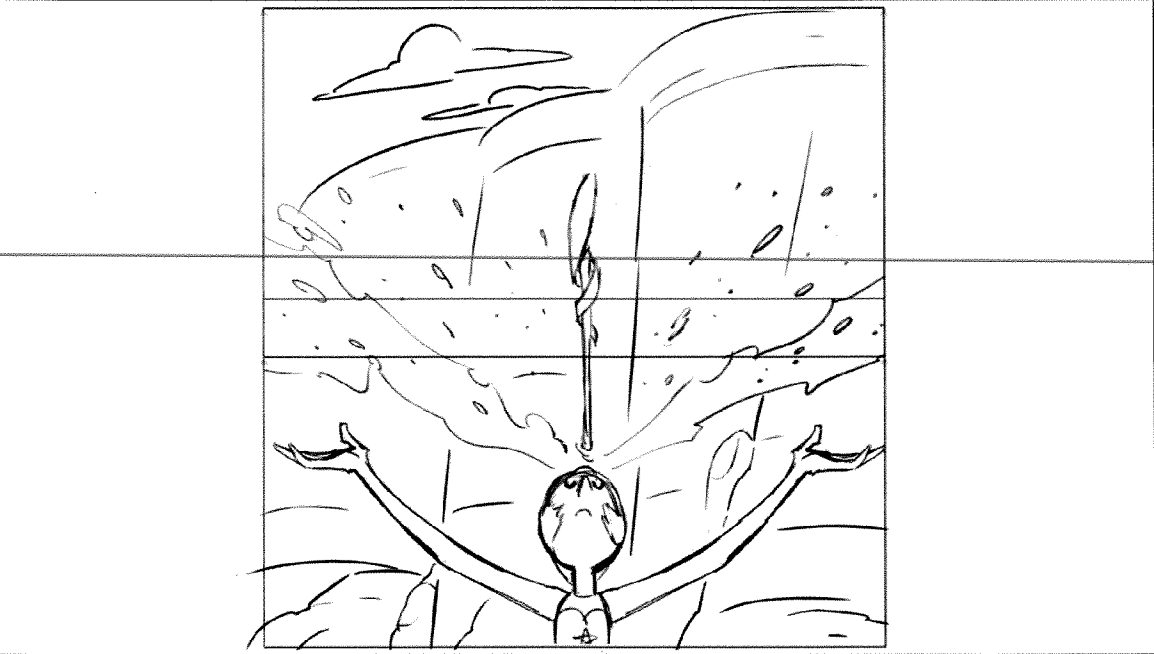
JUN 17 2013

1020-009

1020-009

1020-009

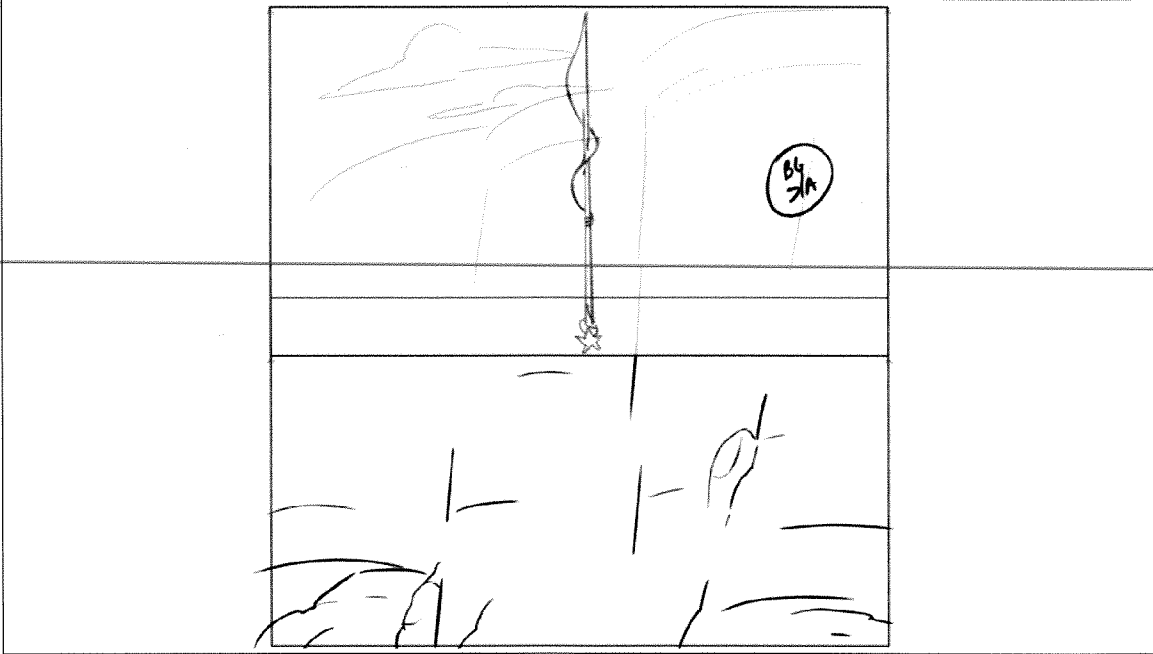
Scene 135 Panel 11
cont



Action Notes
Spear comes out of P's gem

Slugging
ADJ: 0.05

Scene 135 Panel 12
cont



Action Notes
Camera pans with spear

Slugging
ADJ: 0.05

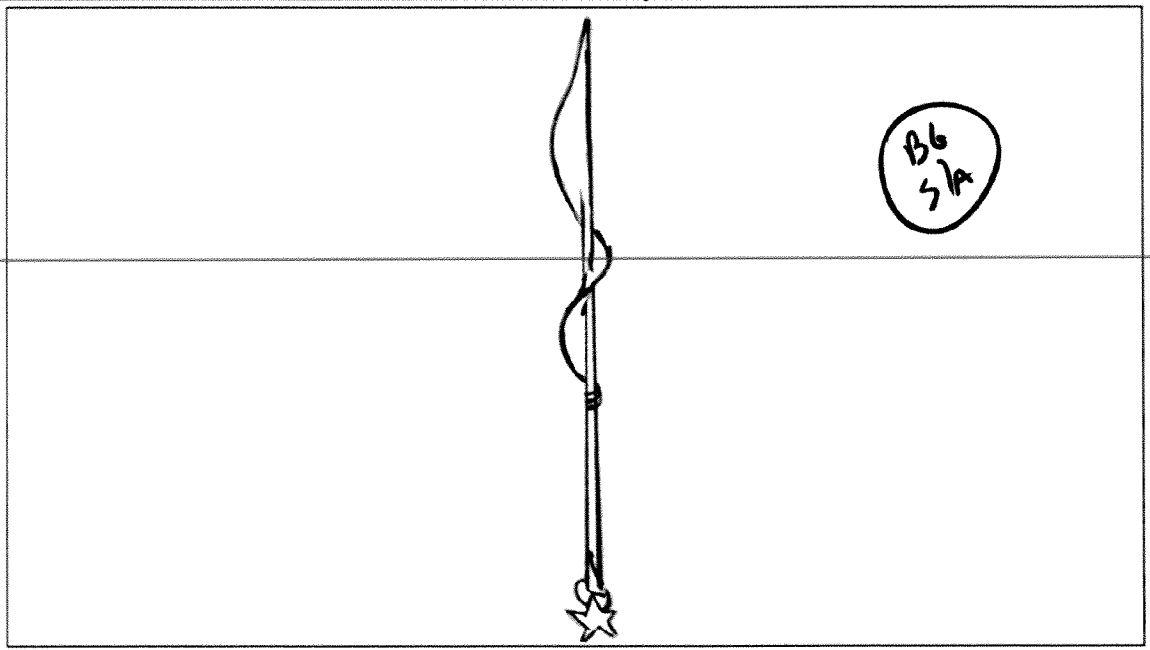
JUN 17 2013

1020.009

1020.009

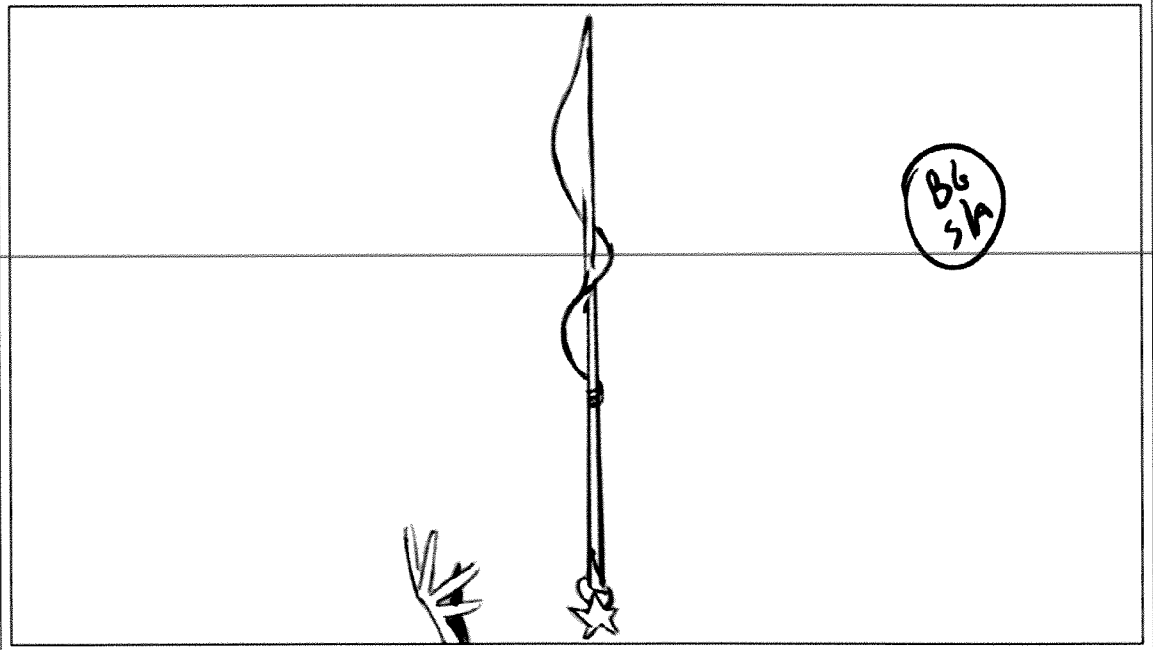
1020.009

Scene 135 Panel 13
CONT



Slugging
ADJ: 0.09

Scene 135 Panel 14
CONT

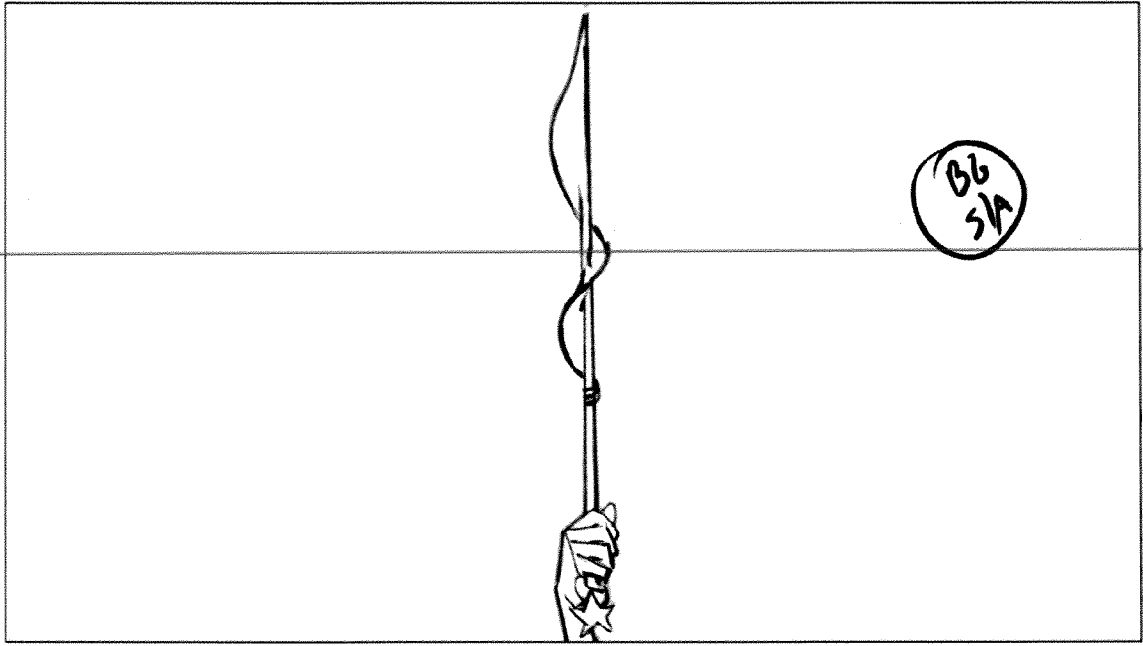


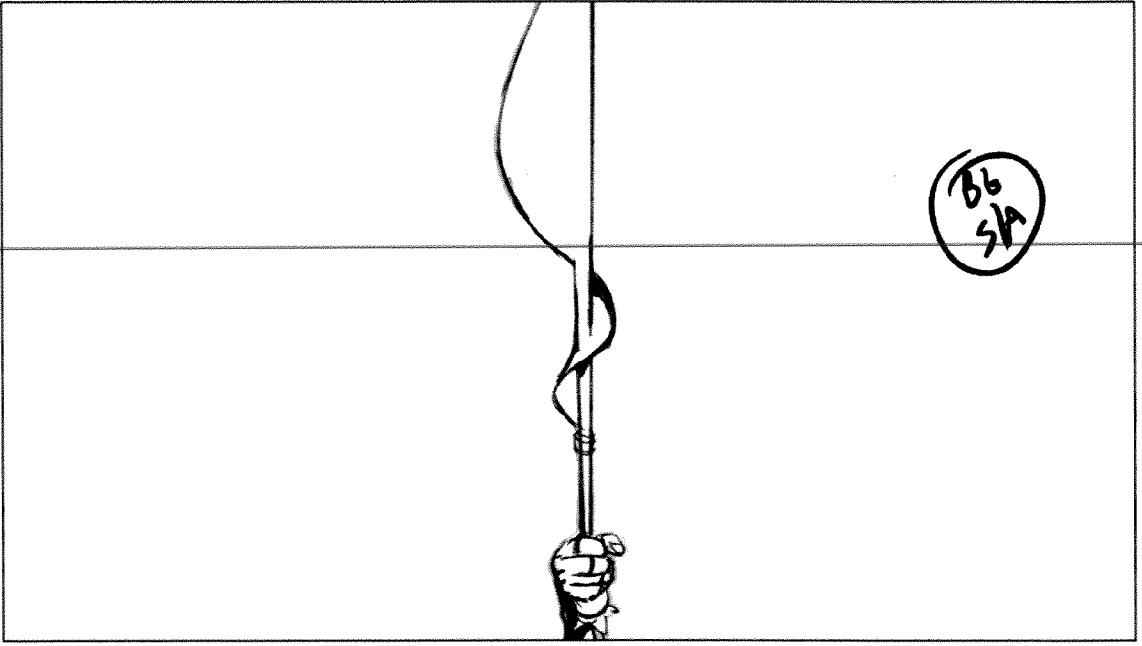
Action Notes
P's hand comes into frame

Slugging
0.03
JUN 17 2013

1020.009

1020.009

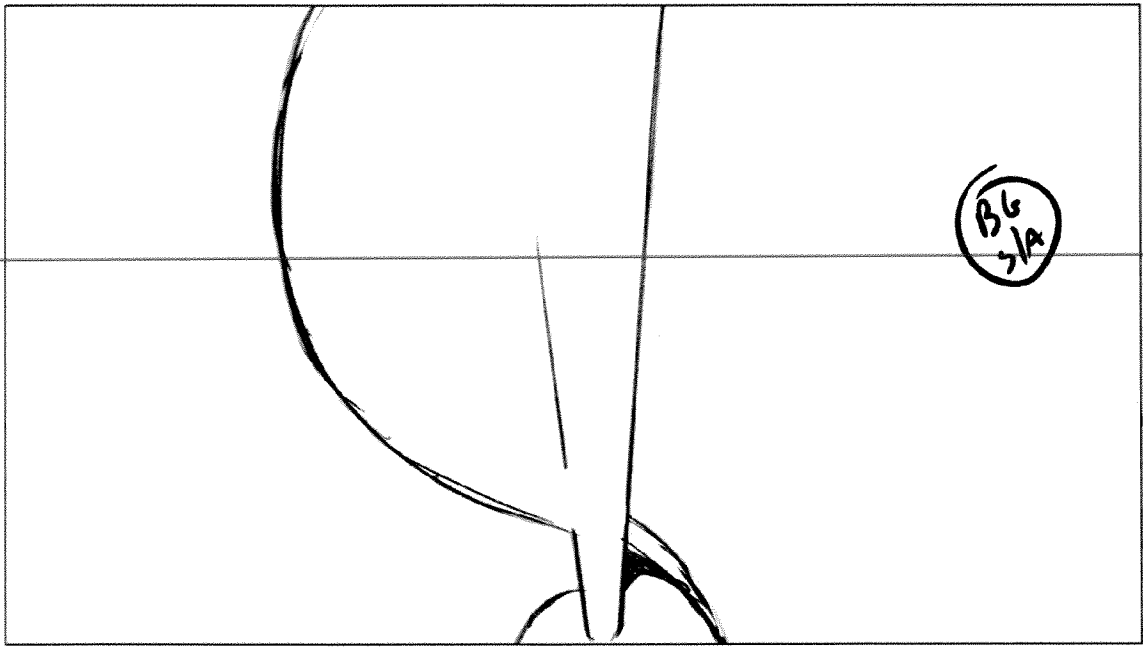
Scene	Panel
135	15
<i>cont</i>	
	
<p>Action Notes</p> <p>P's hand grabs spear</p>	
<p>Slugging</p> <p>0.05</p>	

Scene	Panel
135	16
<i>cont</i>	
	
<p>Slugging</p> <p>0.04</p>	
<p>JUN 17 2013</p>	

1020.009

1020.009

Scene	Panel
135	CONT 17



Slugging
0.02

Scene	Panel
135	CONT 18



Slugging
0.02

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1020.009

1020.009

1020.009

Scene 135 Panel 19



COLOUR
FILL

Action Notes
P's spear wipes out camera

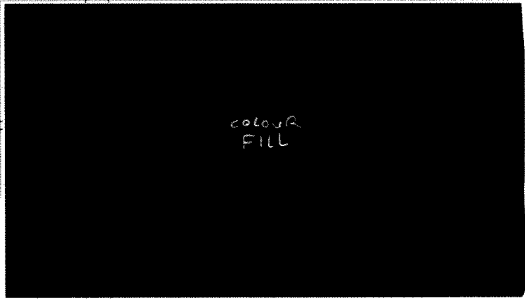
Slugging
0.04

Scene 136 Panel 1



(B)

Action Notes
P wipes spear off of camera



COLOUR
FILL

(A)

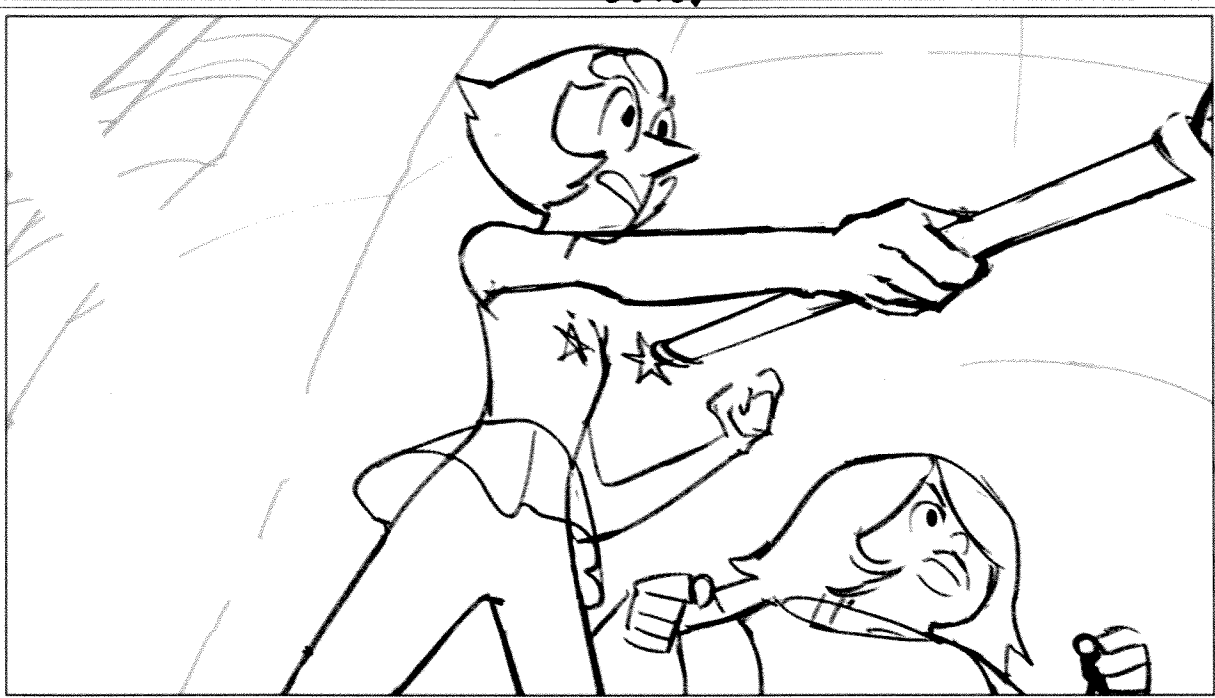
JUN 17 2013

1020.009

1020.009

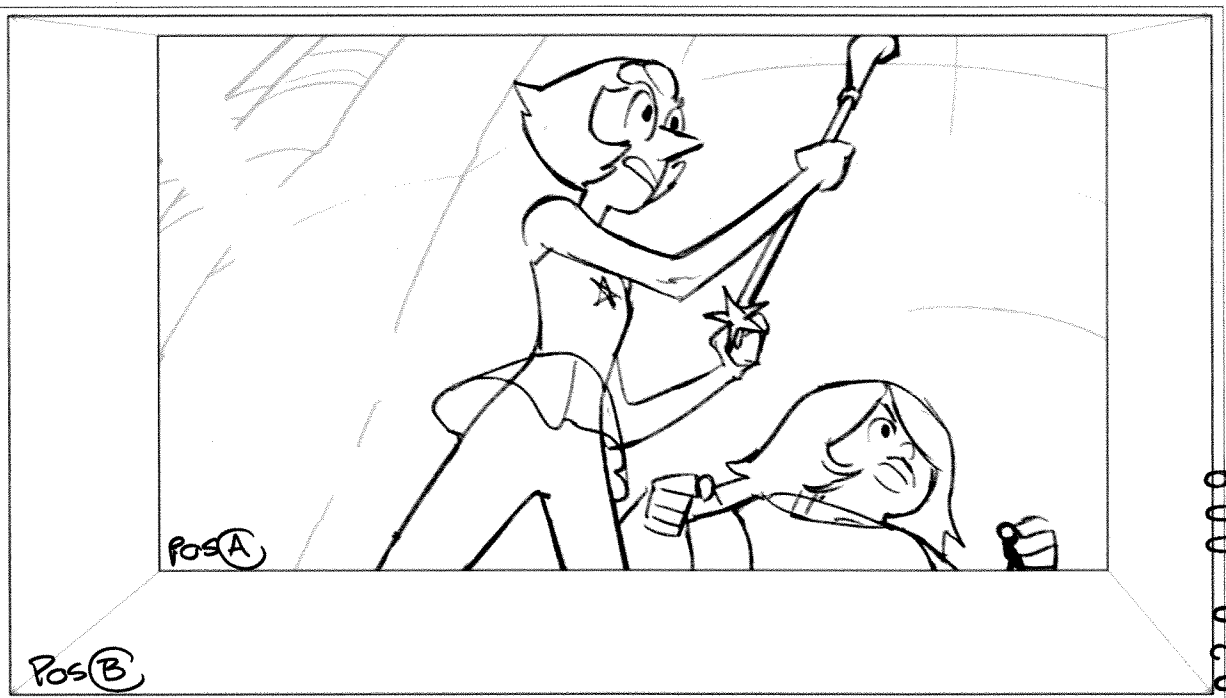
1020.009

Scene 136 Panel 2
CONT



Slugging
0.05

Scene 136 Panel 3
CONT



Slugging
ADJ: 0.05

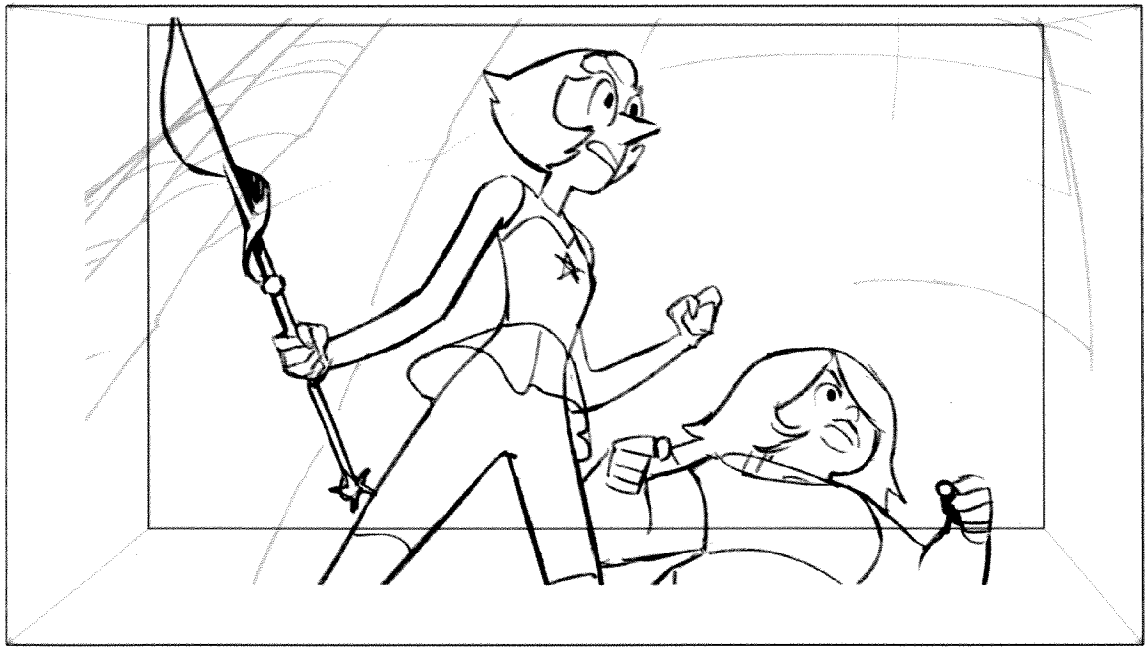
JUN 17 2013

1020:009

1020:009

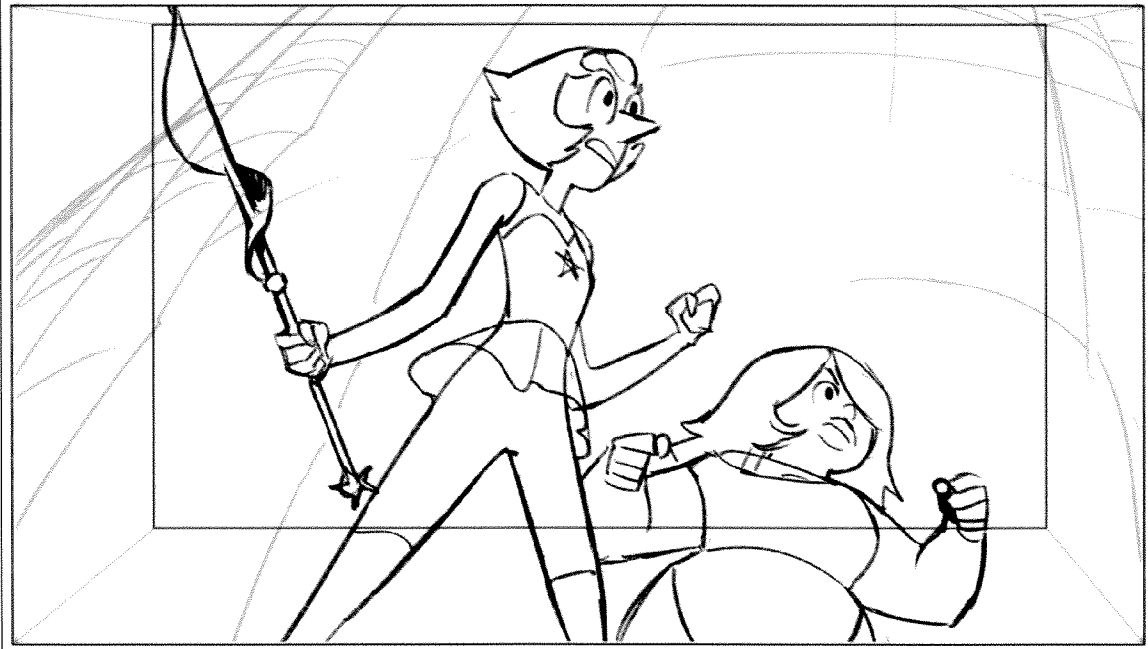
1020:009

Scene 136 Panel 4
CONT



Slugging
ADJ: 0.09

Scene 136 Panel 5
CONT



Slugging
ADJ: 0.09

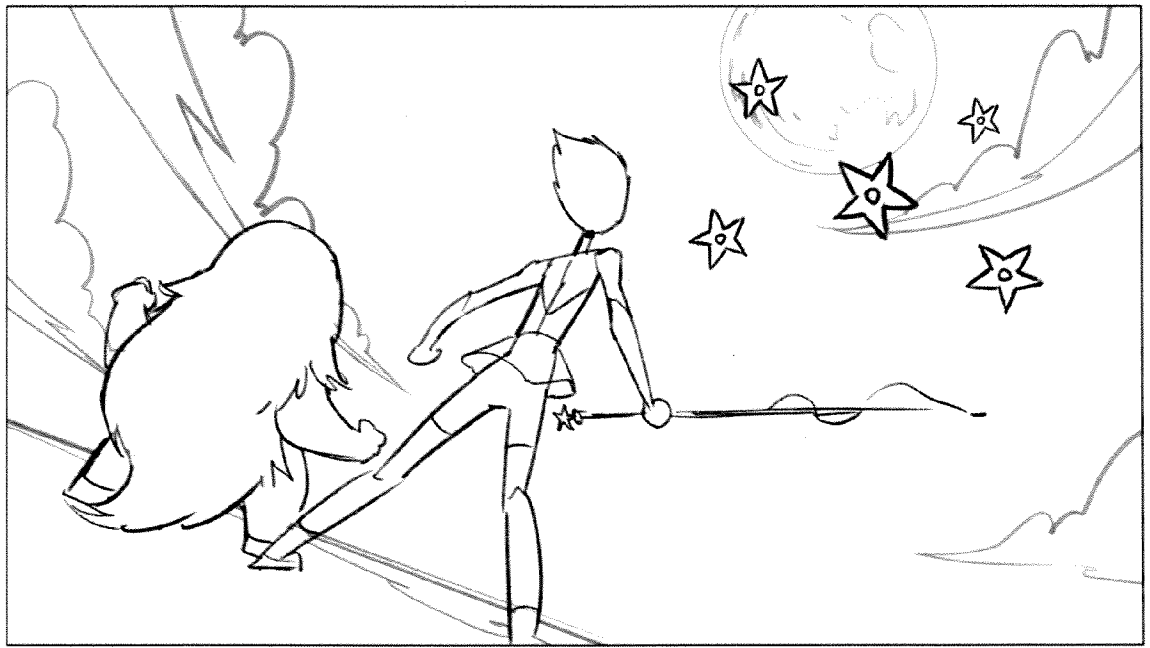
JUN 17 2013

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1020.009

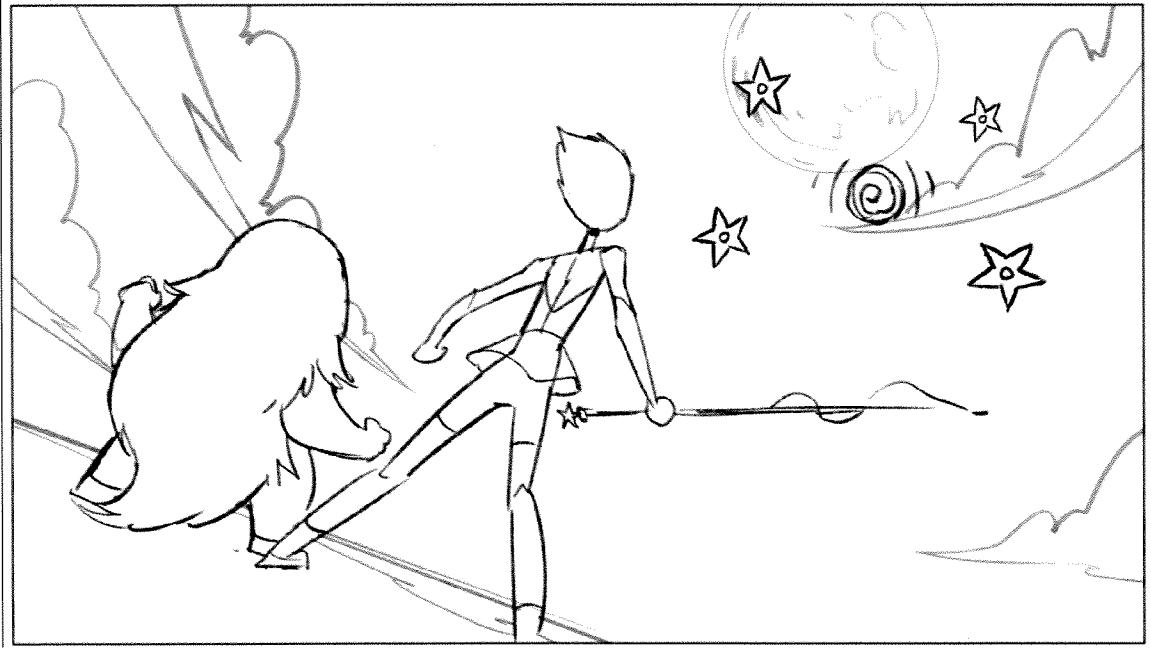
1020.009

Scene	Panel
137	1



Slugging
0.05

Scene	Panel
137	2



Action Notes
middldle star turns into a spike

Slugging
0.05

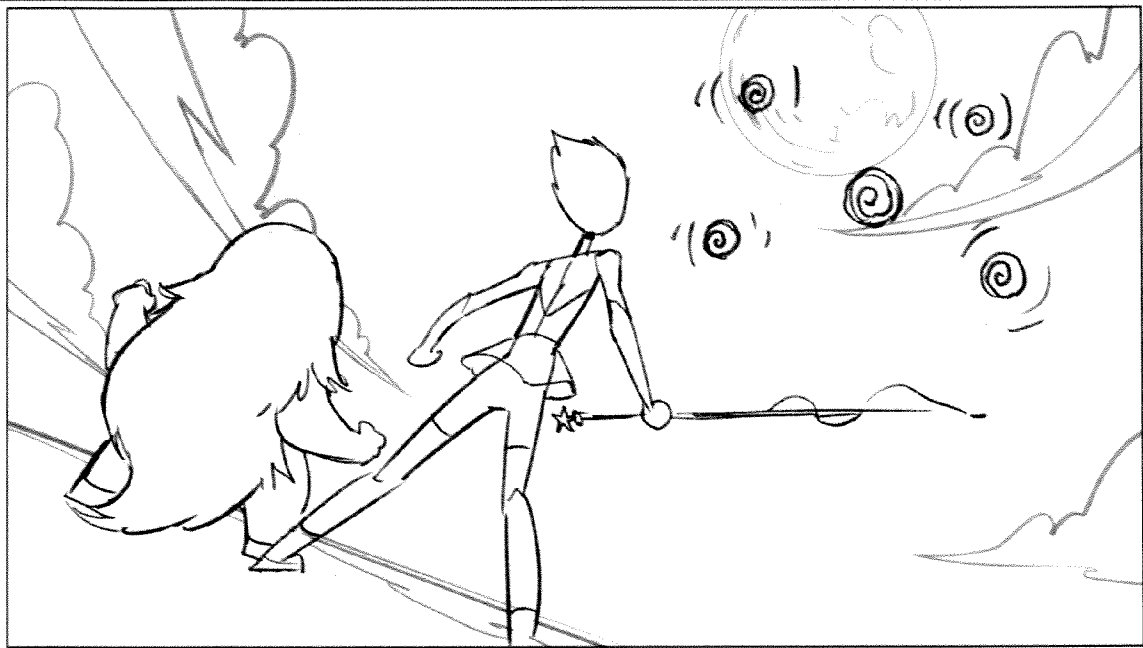
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1020.009

1020.009

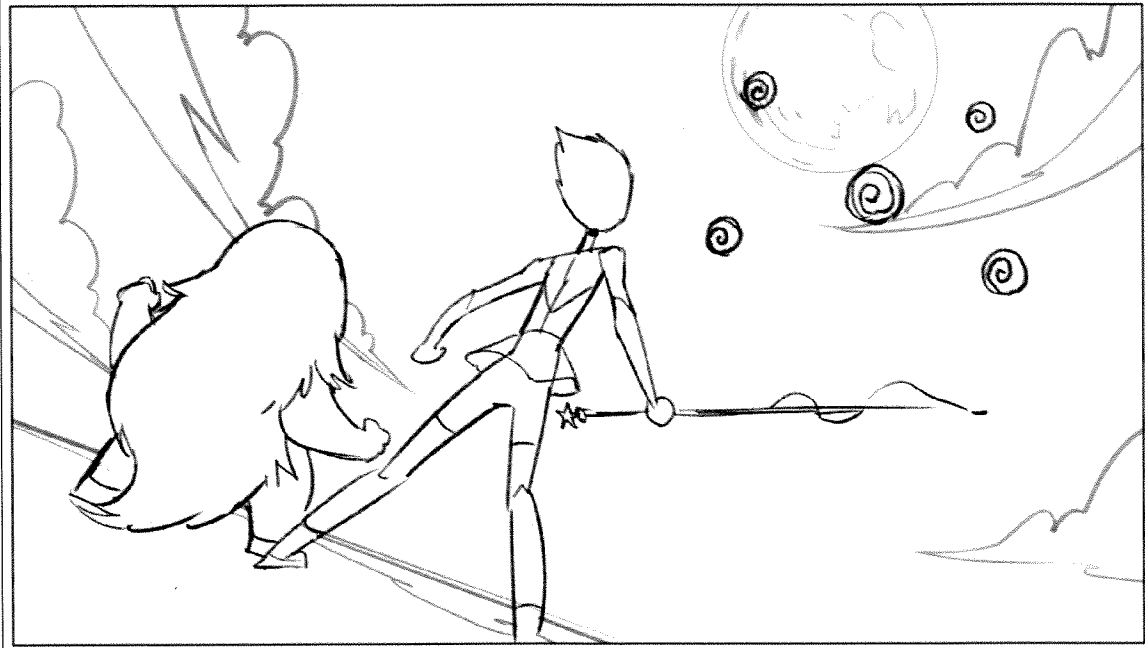
Scene 137 Panel 3
CONT



Action Notes
outer four stars turn into spikes

Slugging
0.05

Scene 137 Panel 4
CONT

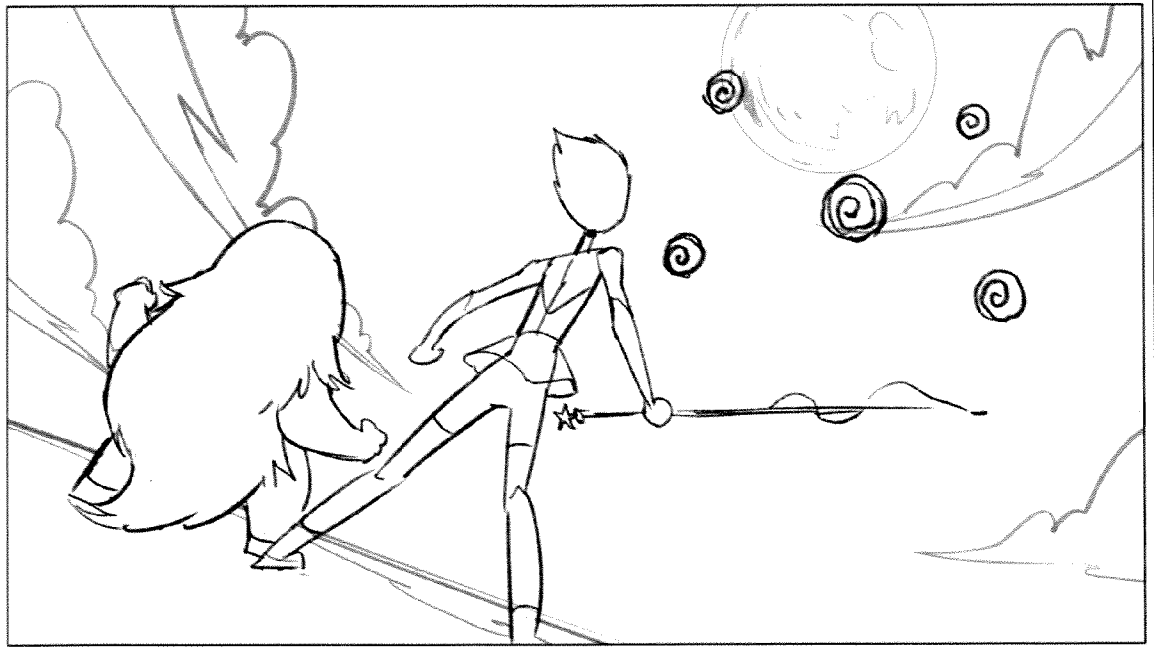


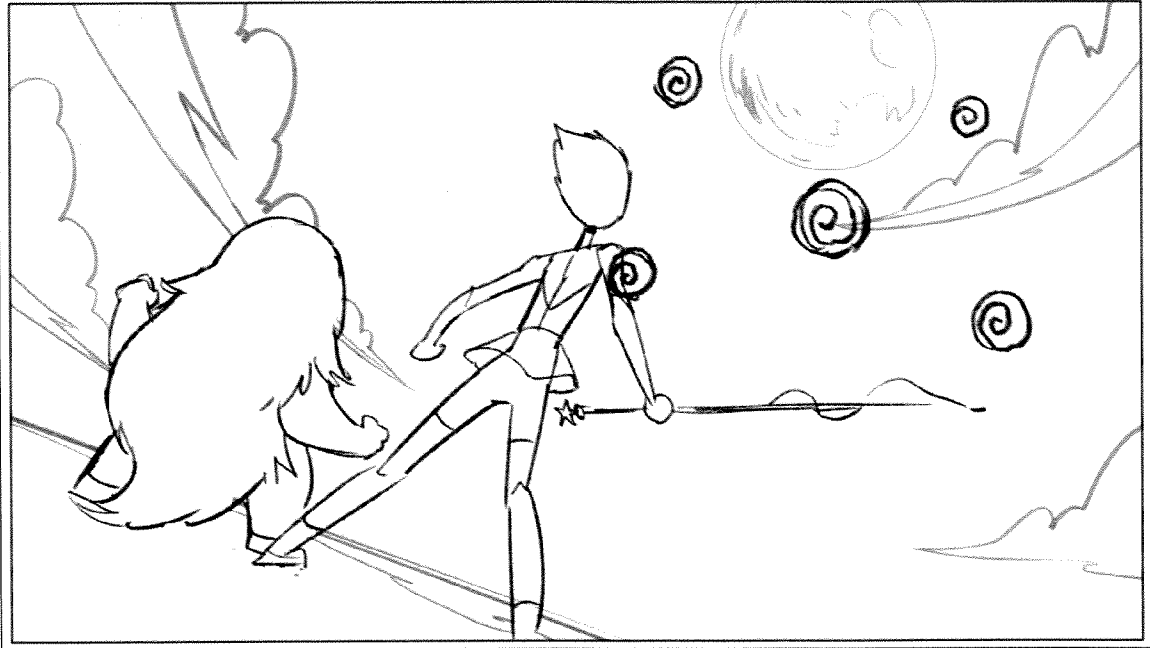
Slugging
0.05

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Scene	Panel	
137	CONT	5
		
<p>Slugging 0.05</p>		

Scene	Panel	
137	CONT	6
		
<p>Action Notes spikes fly towards A and P</p>		
<p>Slugging 0.05</p>		
<p>JUN 17 2013</p>		

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1020.009

Scene	138	Panel	1
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Slugging

0.12

Scene	138	Panel	2
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Action Notes

P tries to swat at the spikes with her spear

A tries to punch at spikes

Slugging

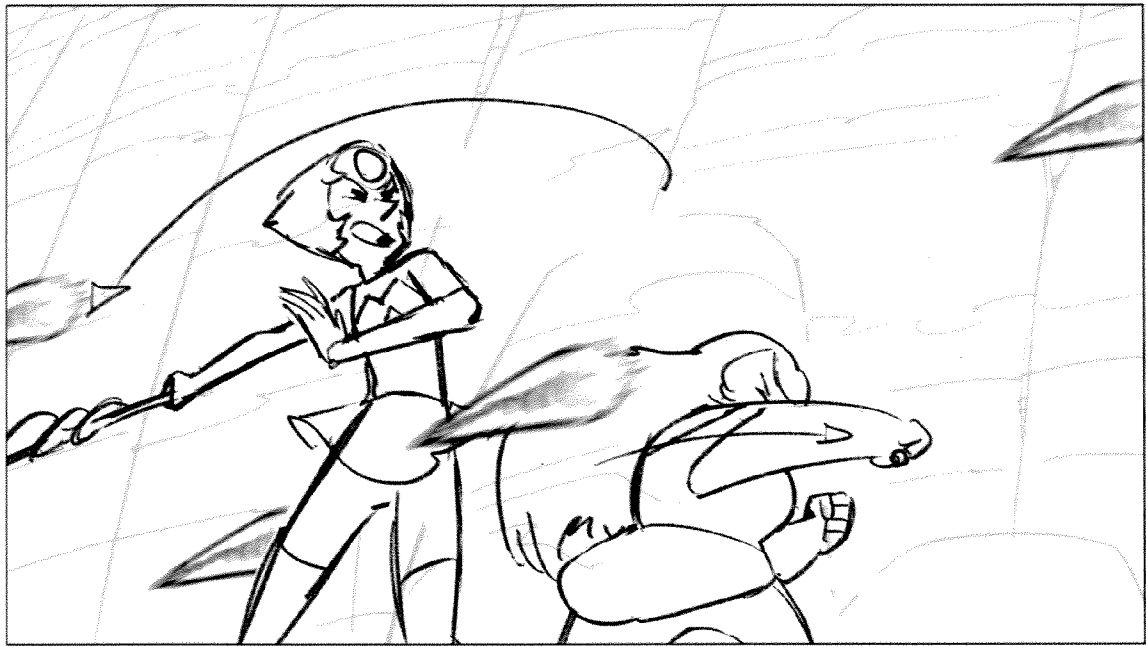
0.10

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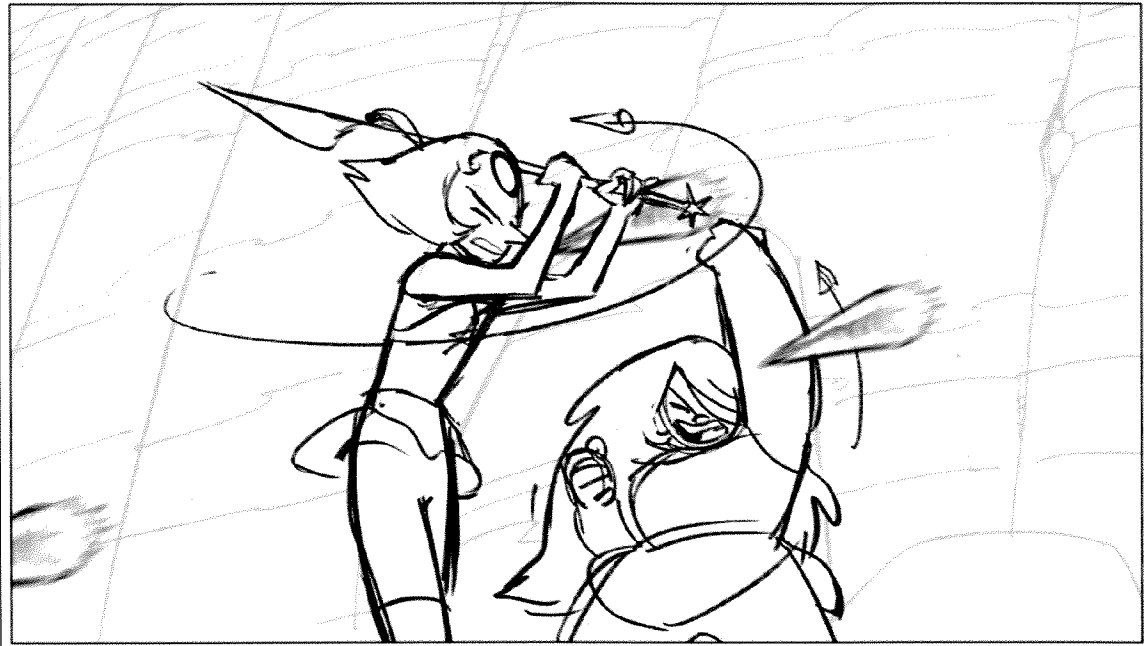
1020.009

Scene 138 Panel 3



Slugging
0.11

Scene 138 Panel 4



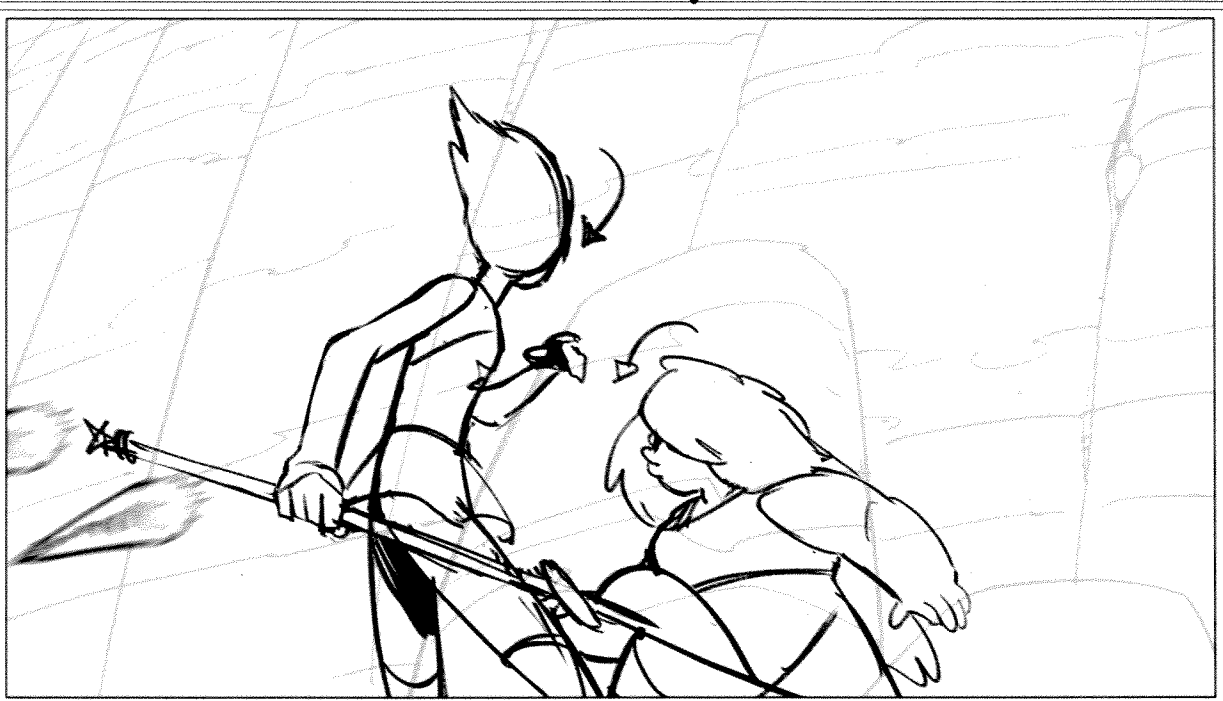
Slugging
0.11

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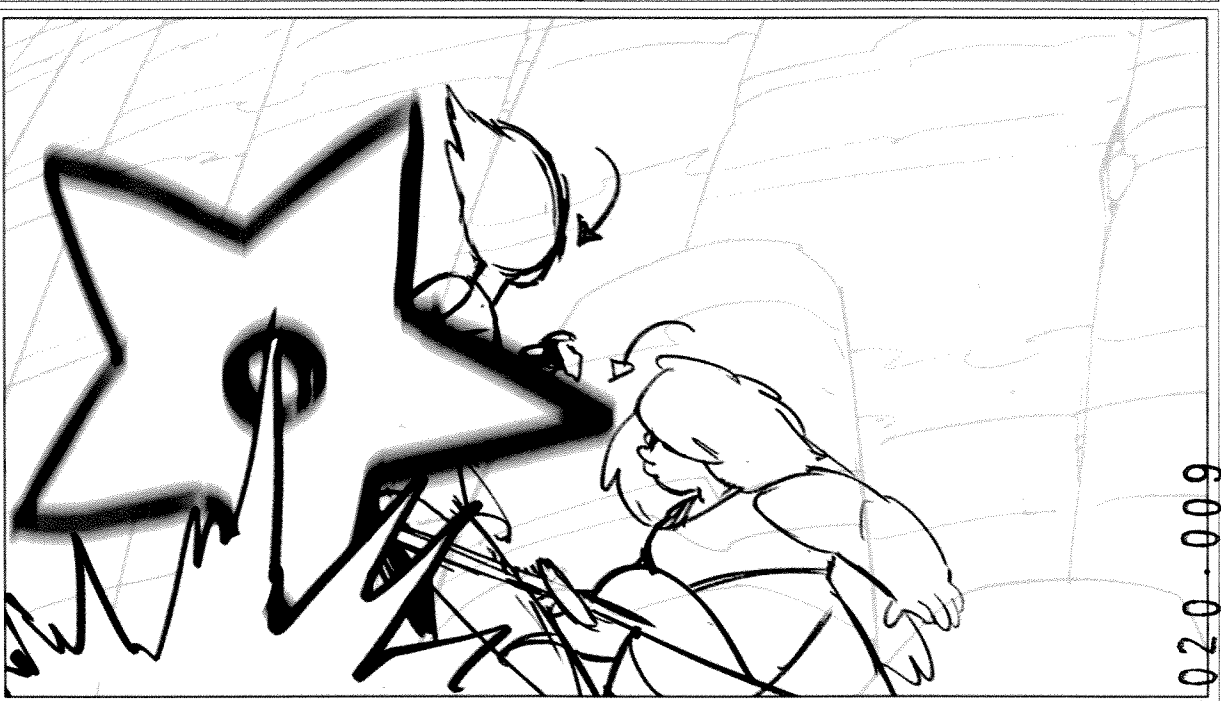
1020-009

Scene
138
Panel
5



Slugging
0.11

Scene
138
Panel
6



Action Notes
Stars shoot out of the ground in the fg

Slugging
0.05

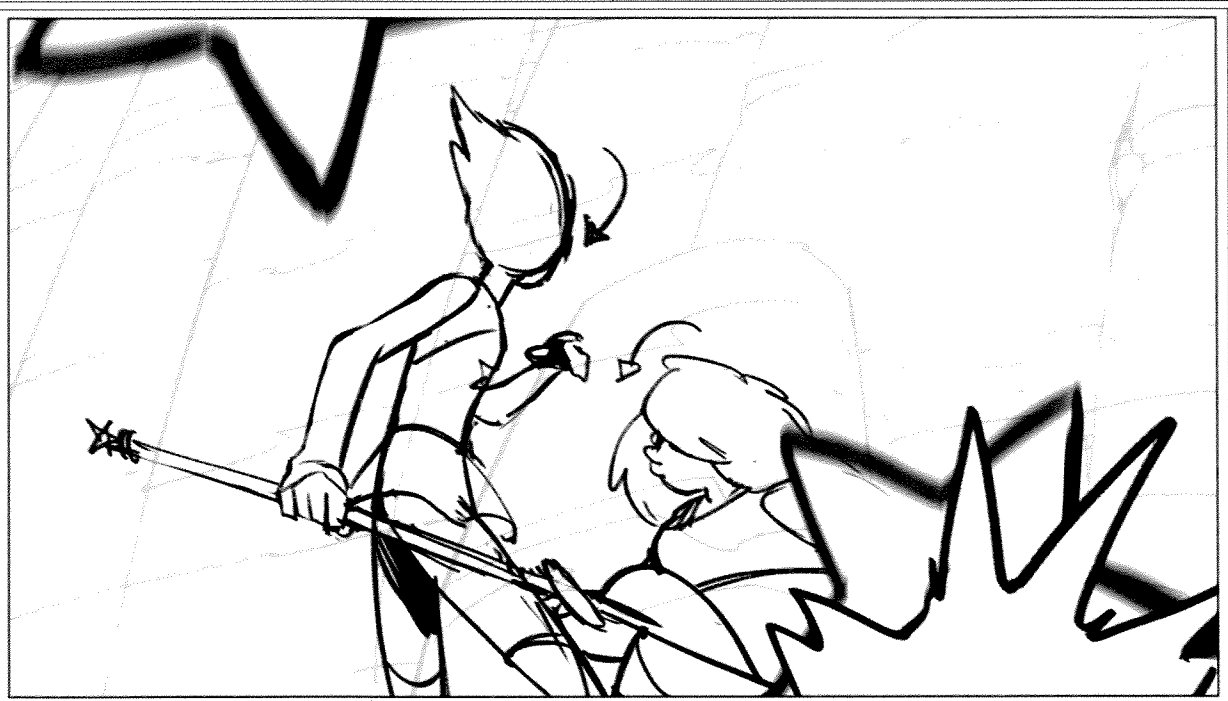
JUN 17 2013

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1020-009

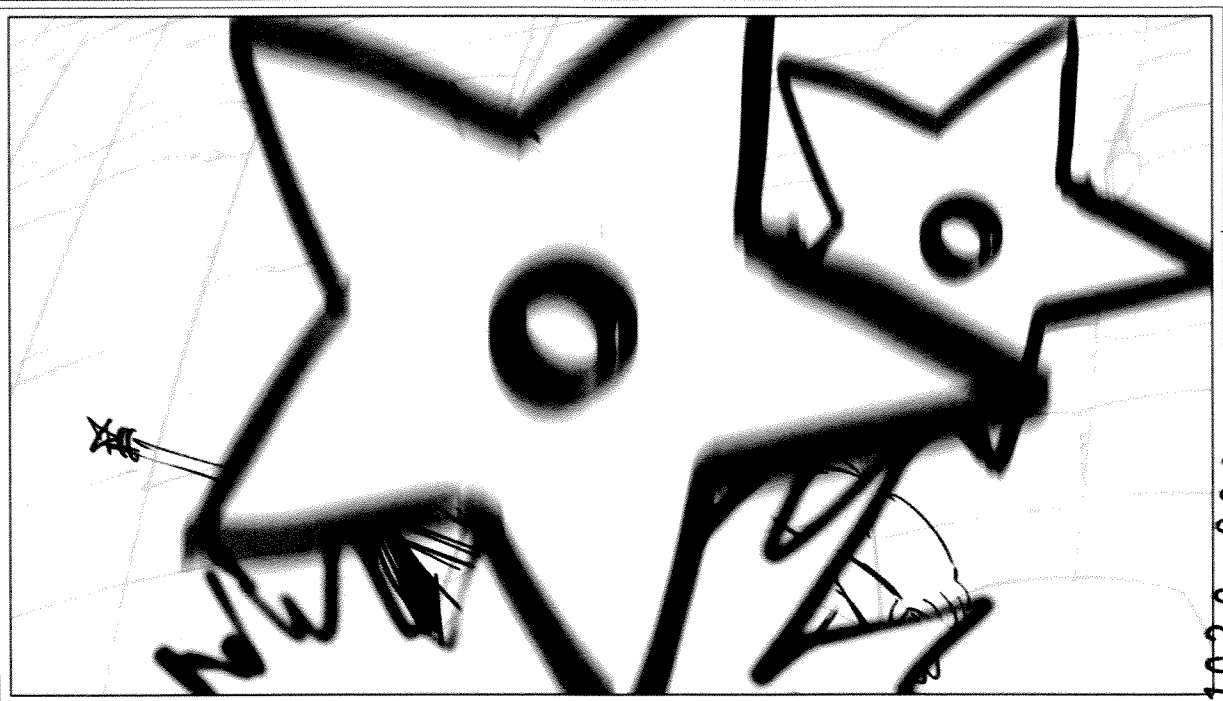
1020-009

Scene 138 cont Panel 7



Slugging
0.05

Scene 138 cont Panel 8



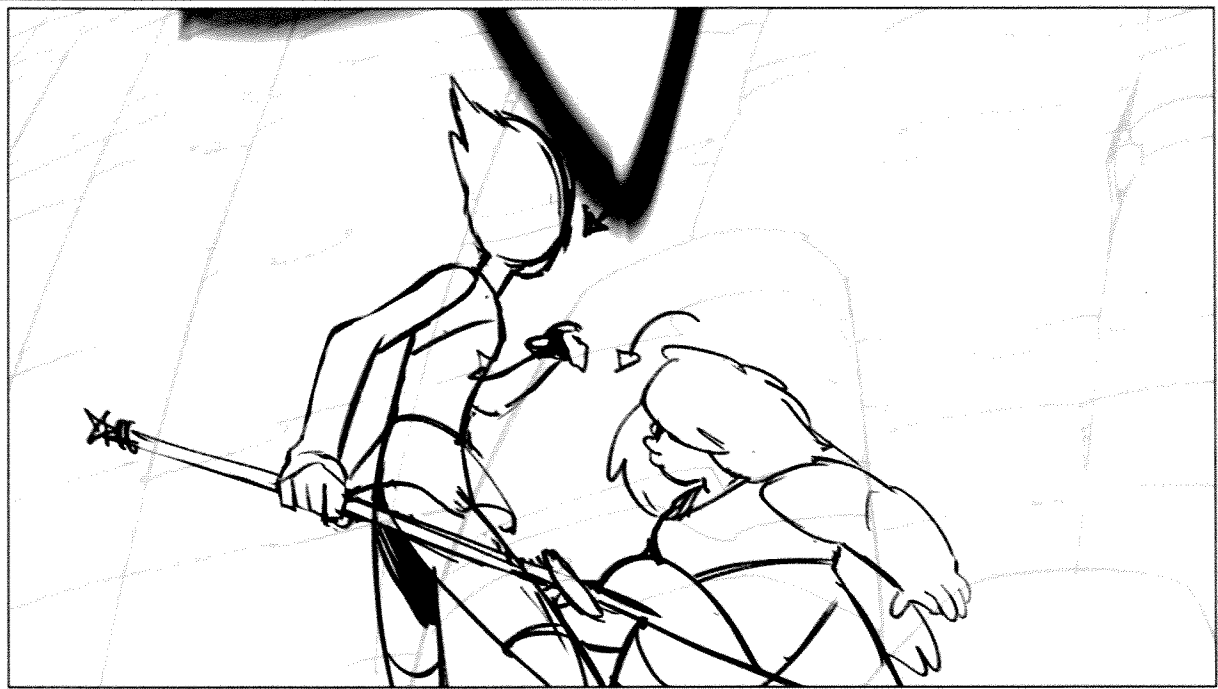
Slugging
0.05

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1020.009

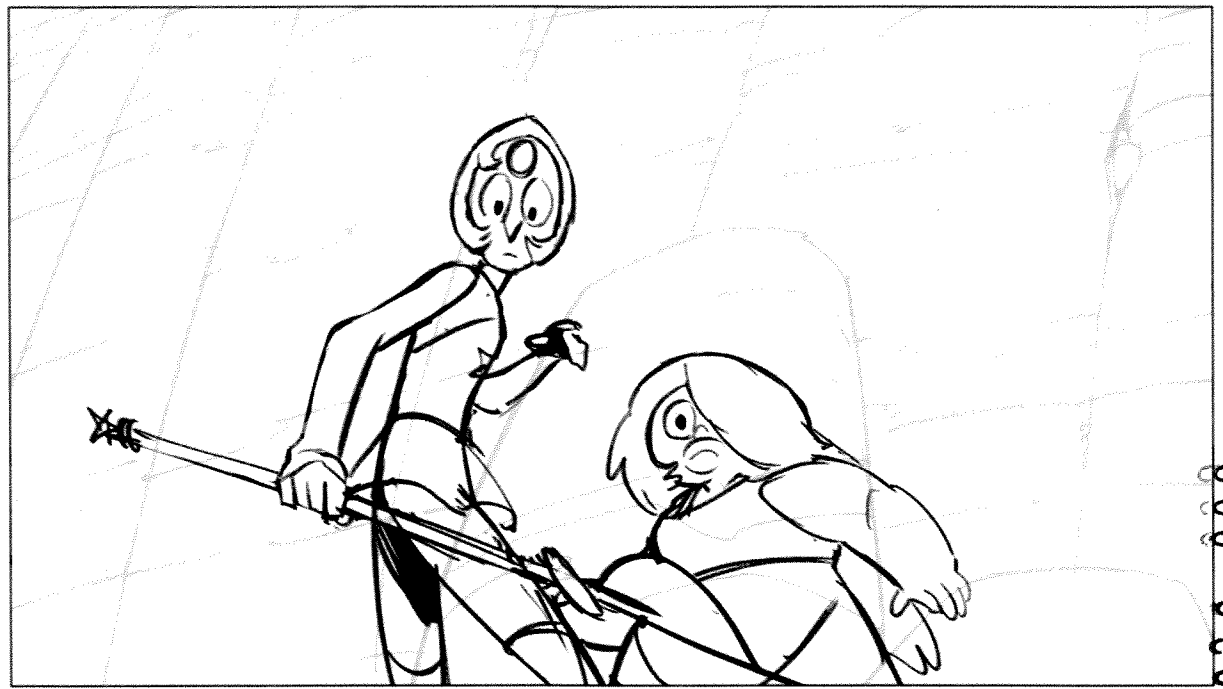
1020.009

Scene 138 CONT Panel 9



Slugging
0.05

Scene 138 CONT Panel 10



Slugging
0.12

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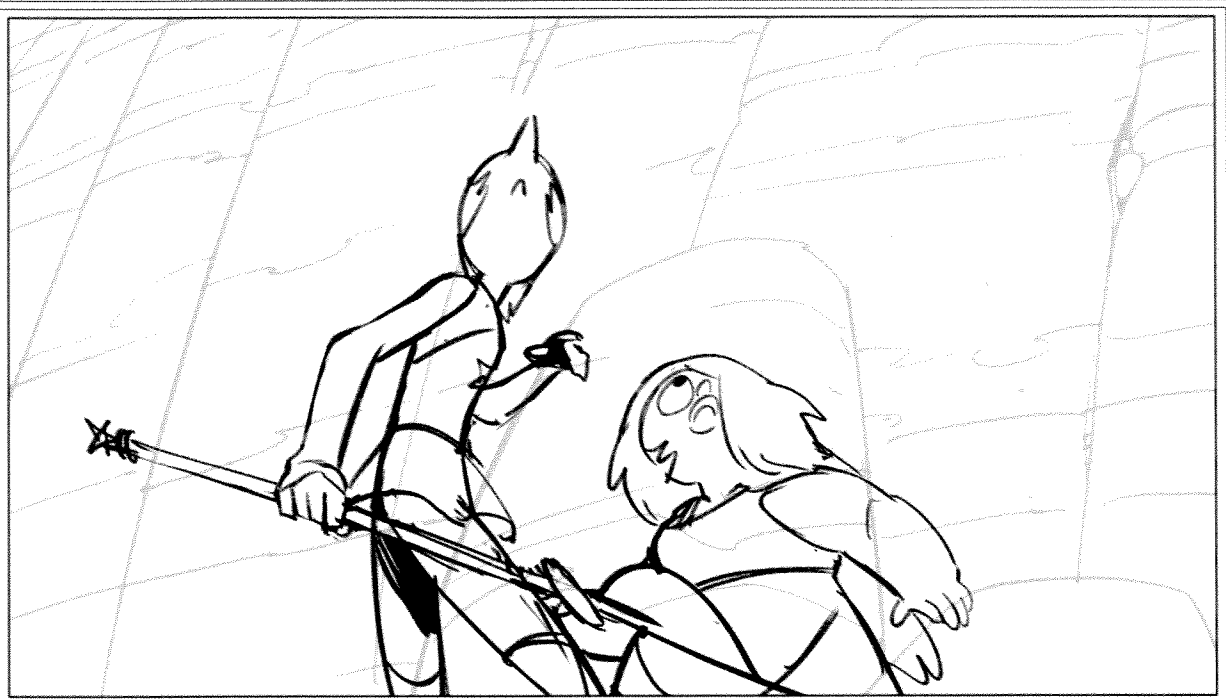
1020.009

1020.009

1020.009

NO SC
139

Scene 138 CONT Panel 1



Slugging
0.10

Scene 140 Panel 1



Action Notes
A and P looking at stars in air

Slugging
ADJ: 2.01

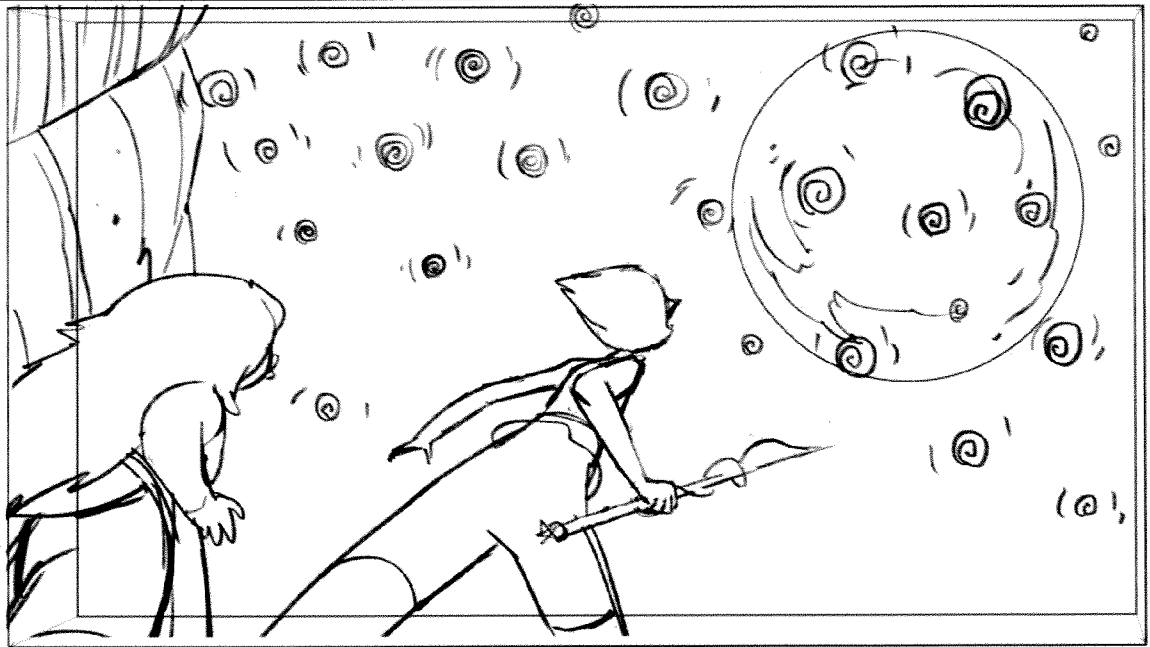
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1020-009

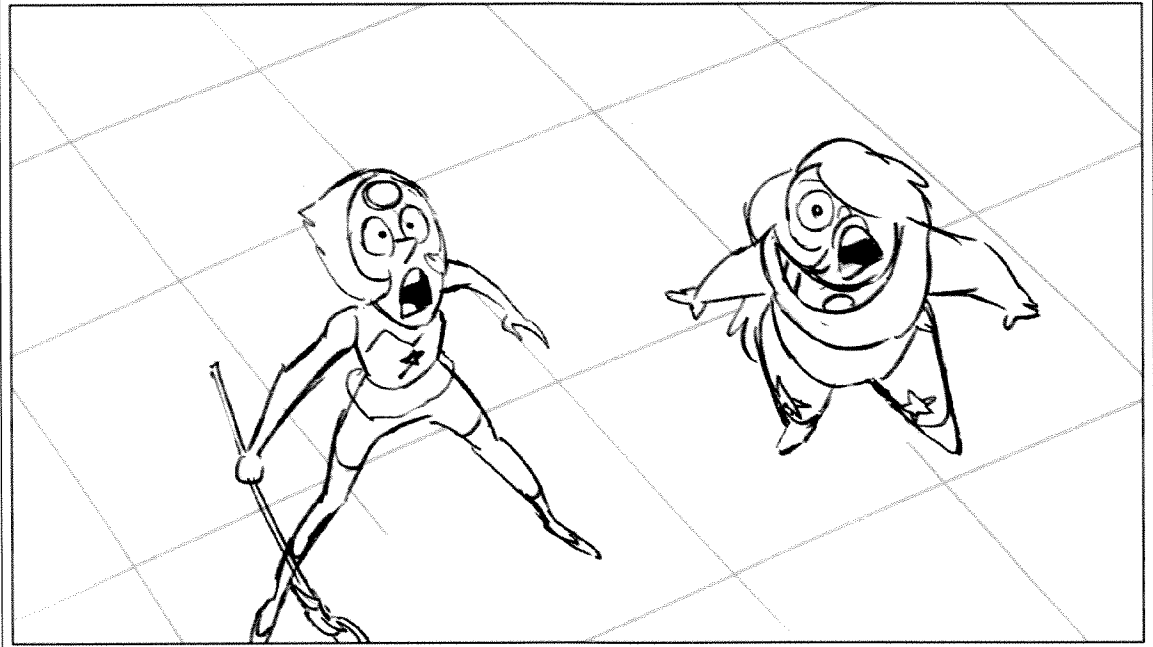
Scene	Panel
140	CONT 2



Action Notes
Stars in the air turn into spikes

Slugging
ADJ: 0.15

Scene	Panel
141	1



Slugging
1.00

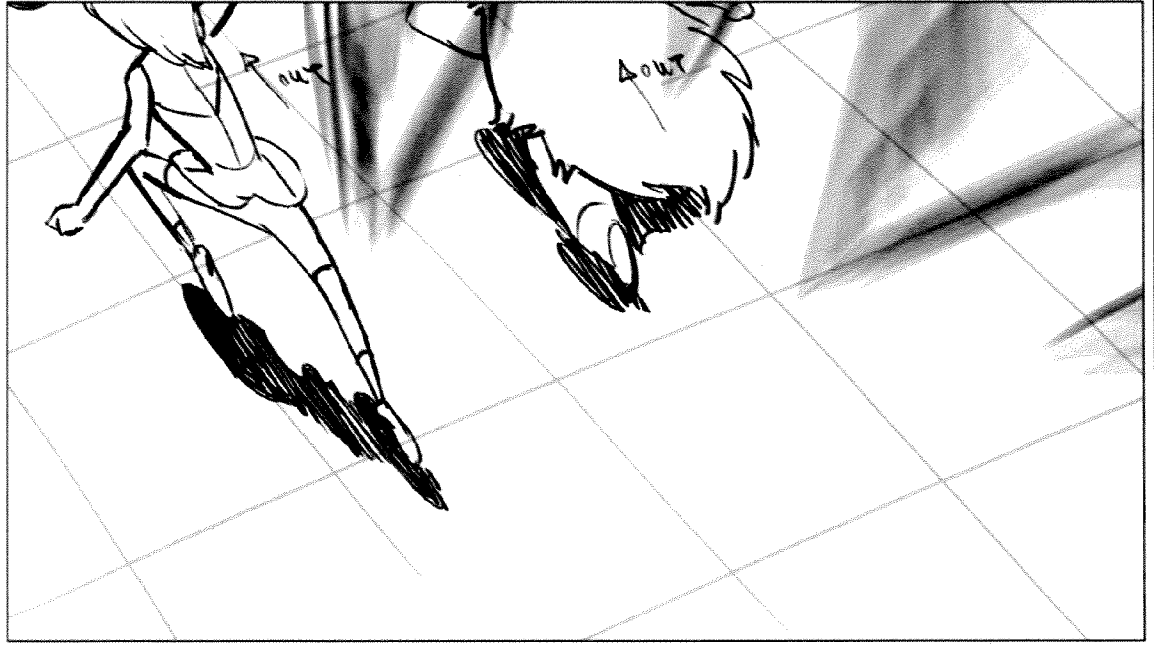
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1020.009

1020.009

Scene	Panel
141	CONT 2



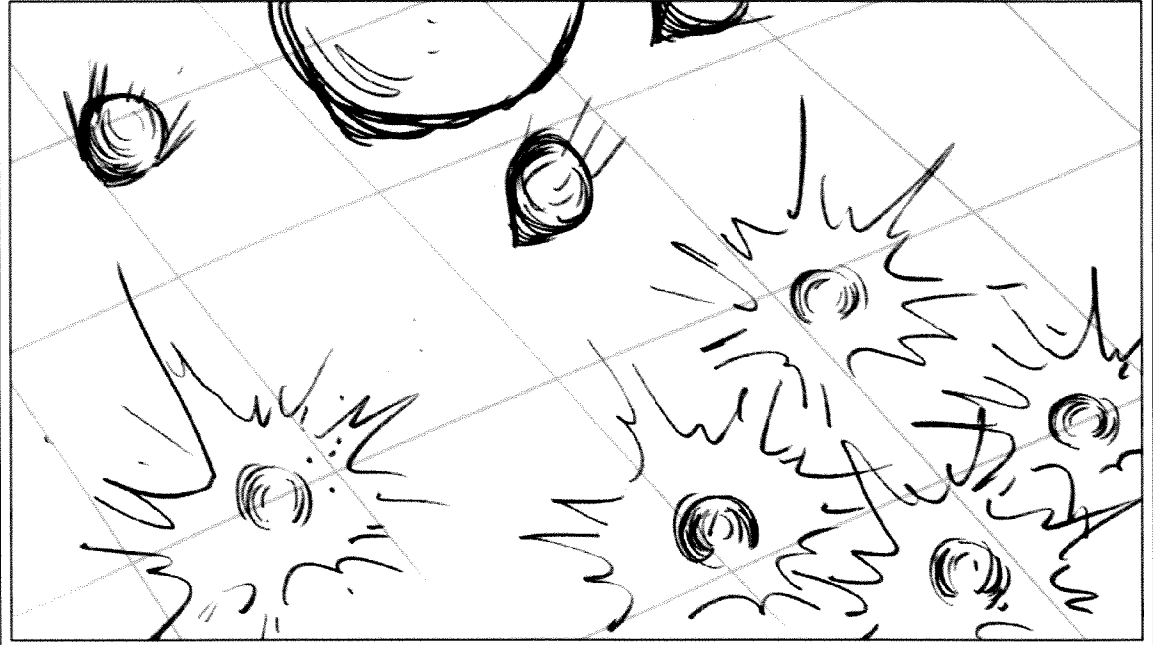
Action Notes

A and P run out as Spikes rain down on them

Slugging

0.05

Scene	Panel
141	CONT 3



Slugging

0.05

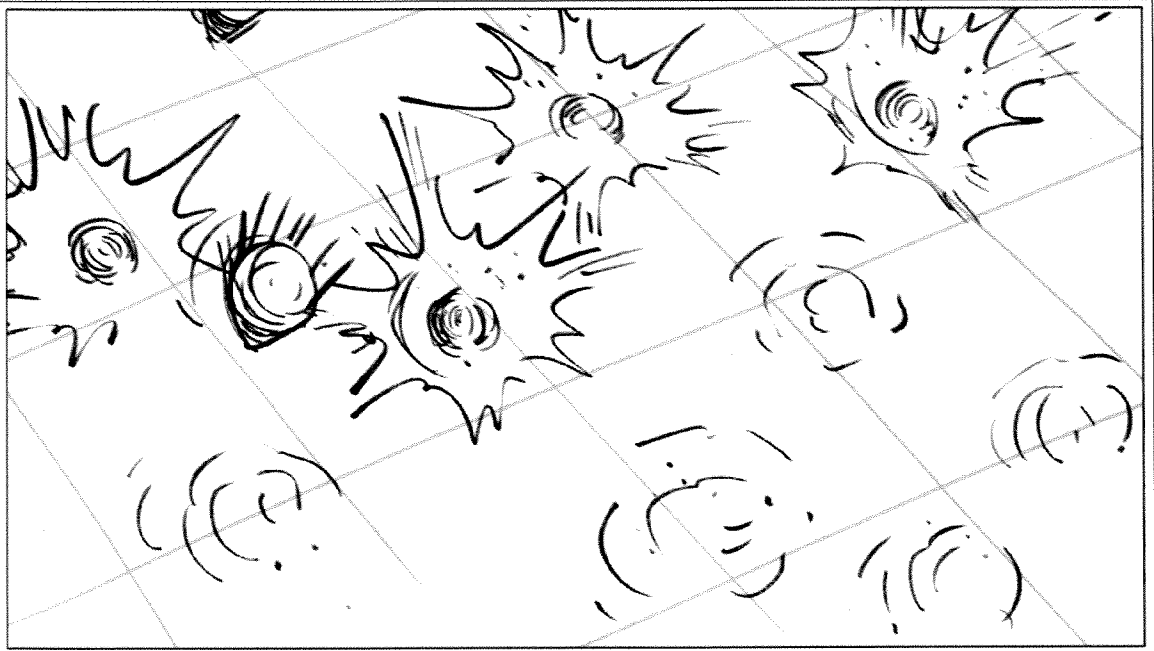
JUN 17 2013

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1020.009

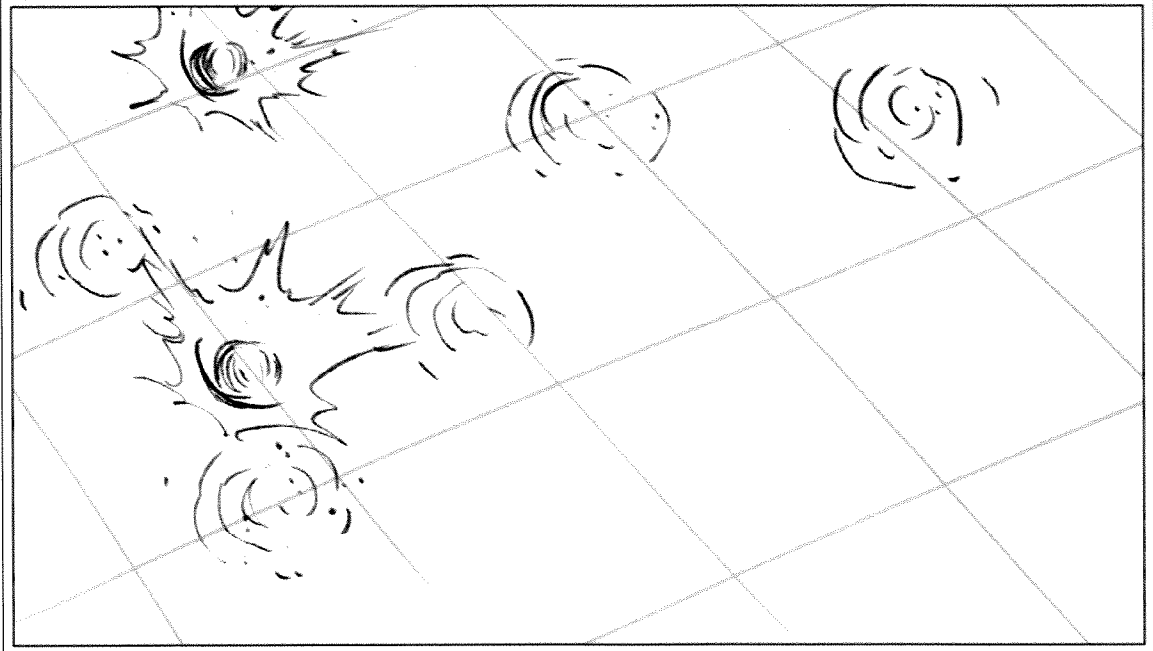
1020.009

Scene	Panel
141	CONT 4



Slugging
0.05

Scene	Panel
141	CONT 5



Slugging
0.05

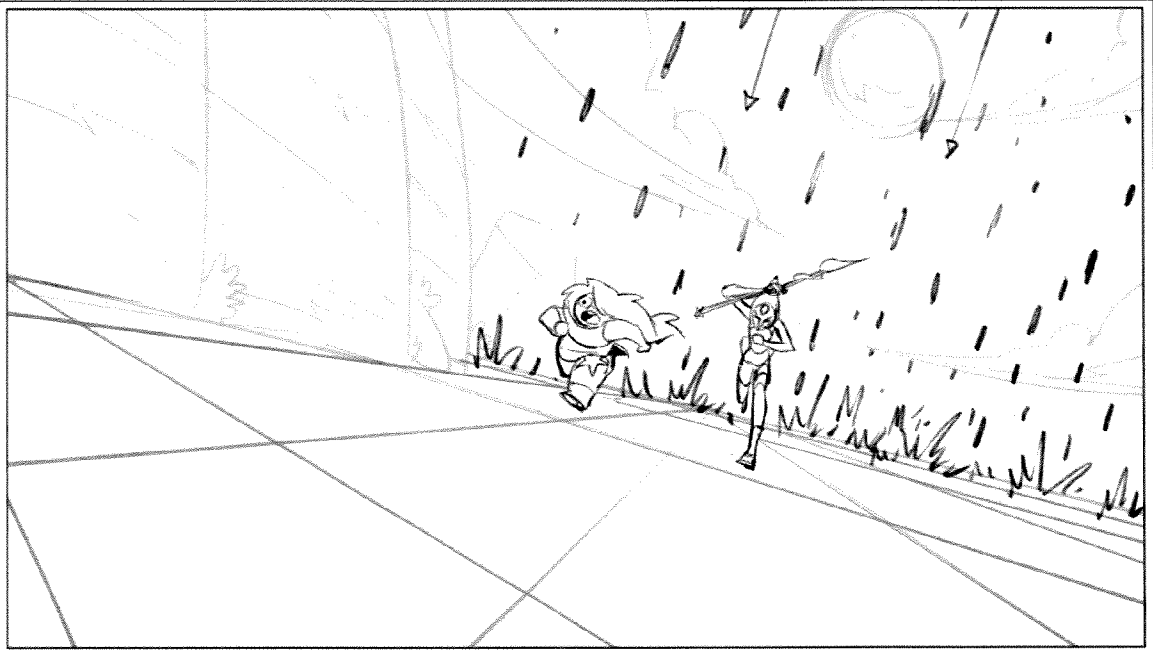
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1020-009

1020-009

Scene	Panel
142	1



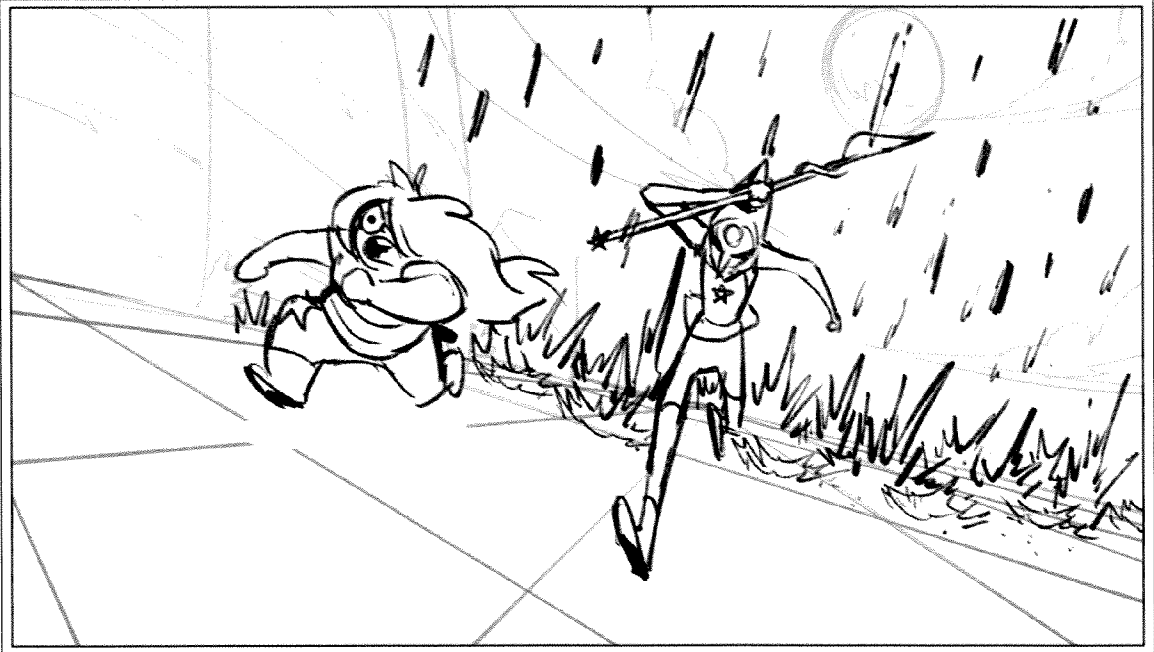
Action Notes

A and P running towards camera as spikes rain down behind them

Slugging

0.09

Scene	Panel
142	2



Slugging

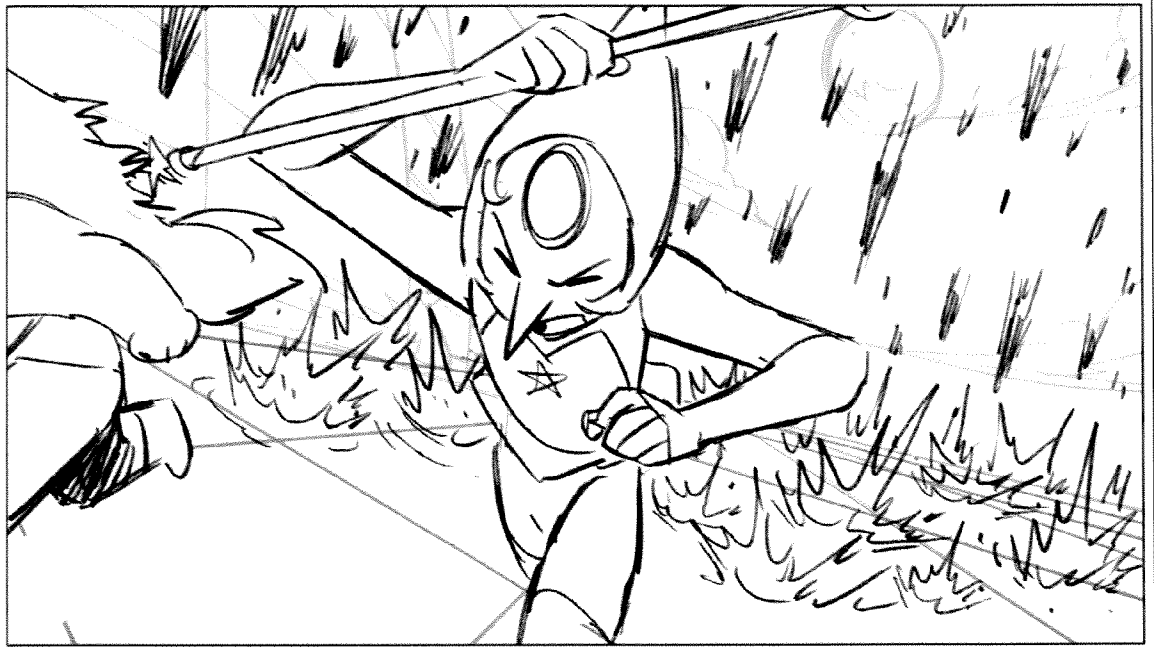
0.09

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1020.009

Scene	Panel
142	CONT 3



Slugging
0.09

Scene	Panel
142	CONT 4



Slugging
0.09

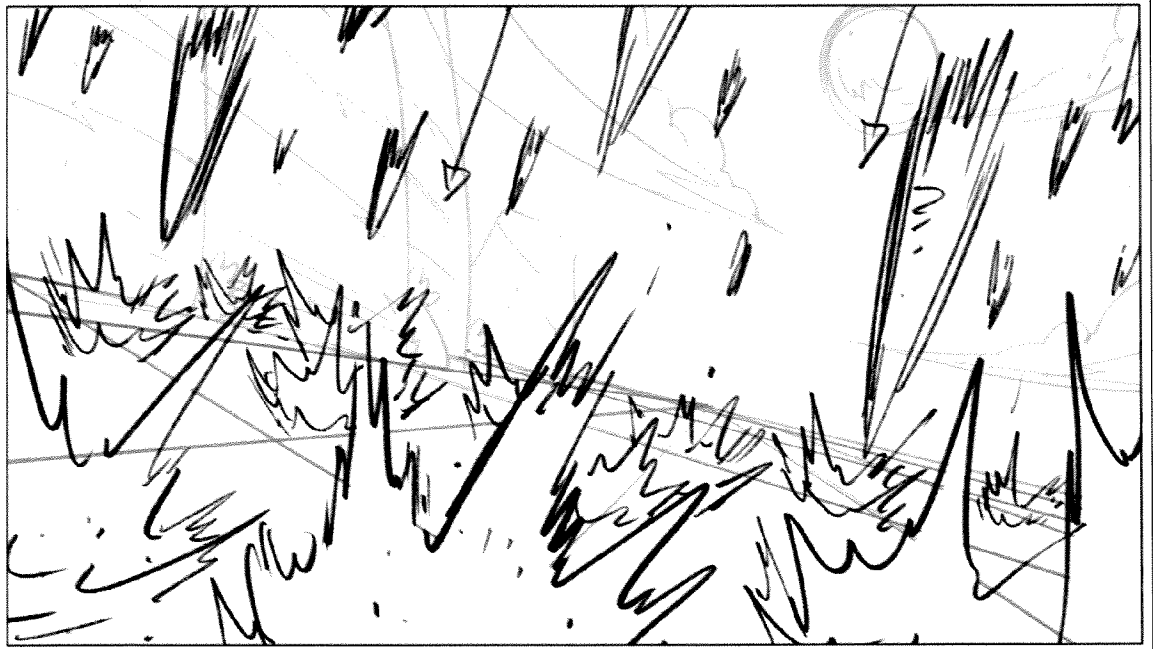
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1020.009

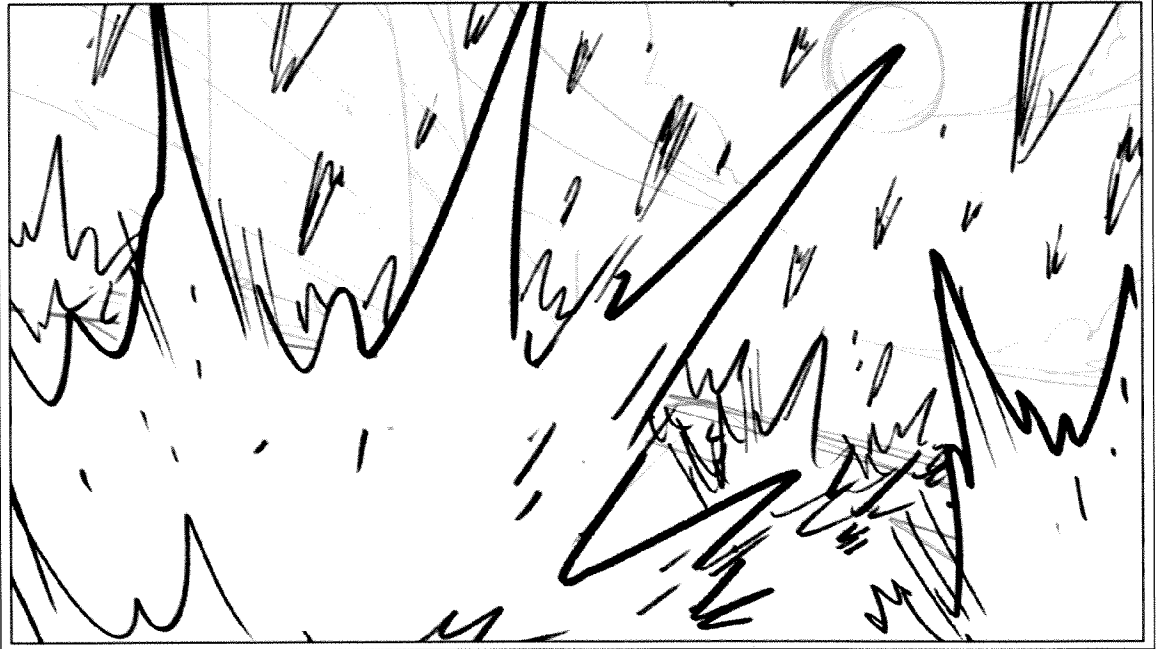
1020.009

Scene	Panel
142	CONT 5



Slugging
0.09

Scene	Panel
142	CONT 6



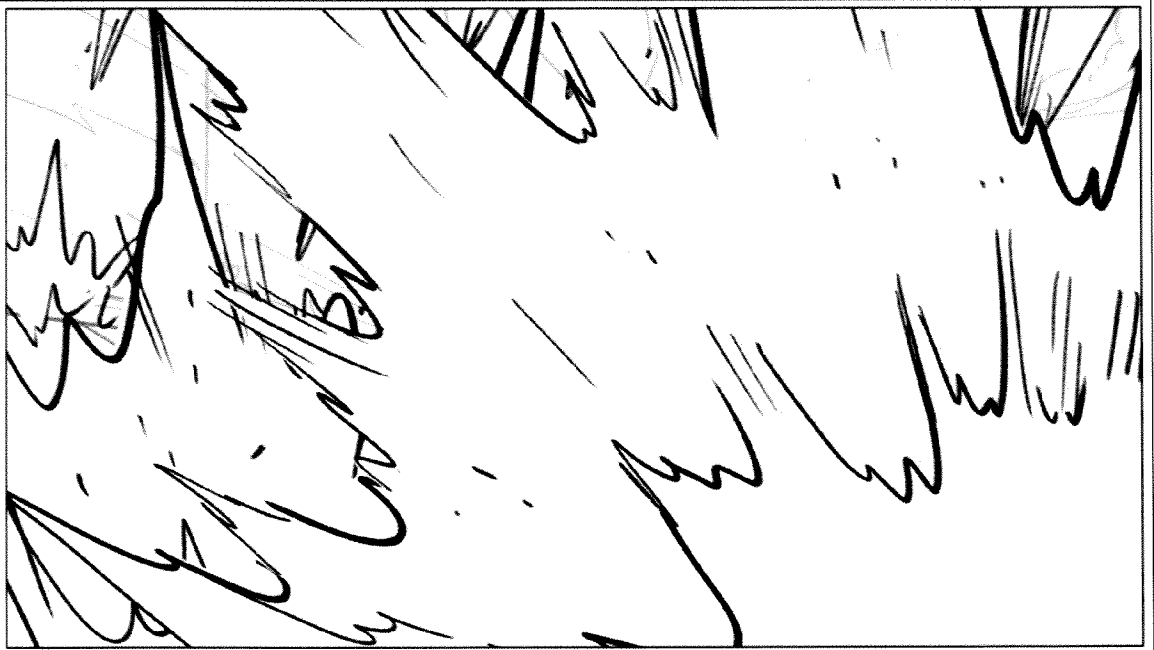
Slugging
0.09

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1020.009

Scene	Panel
142	CONT 7



Slugging
0.08

Scene	Panel
143	1



Slugging
0.08

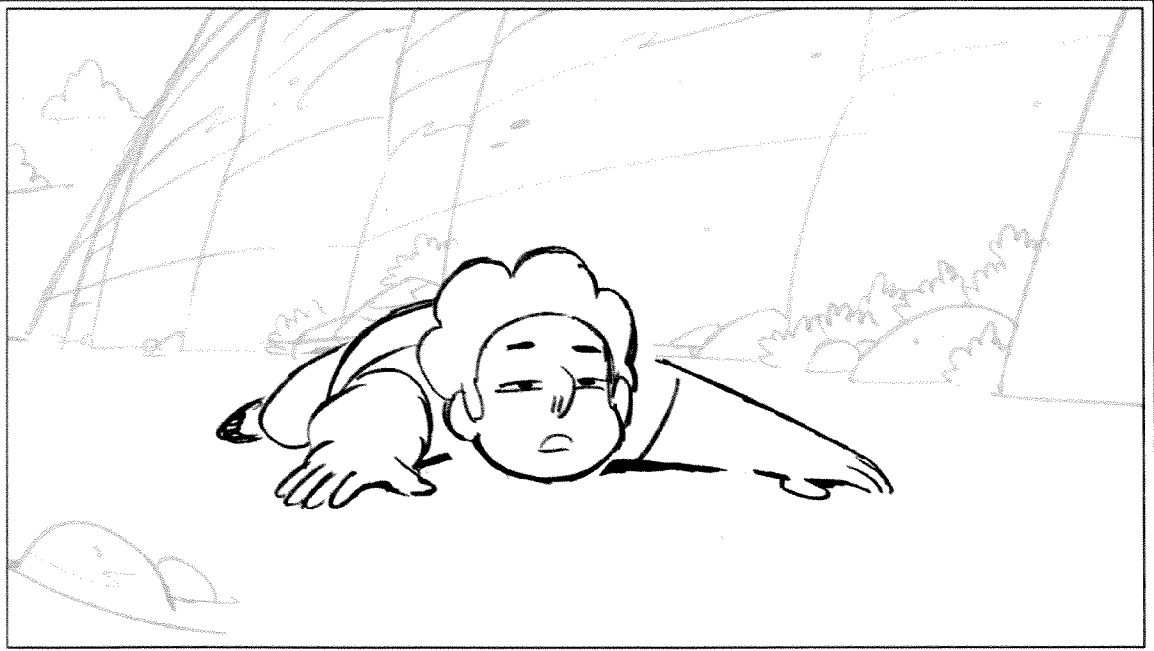
JUN 17 2013

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1020.009

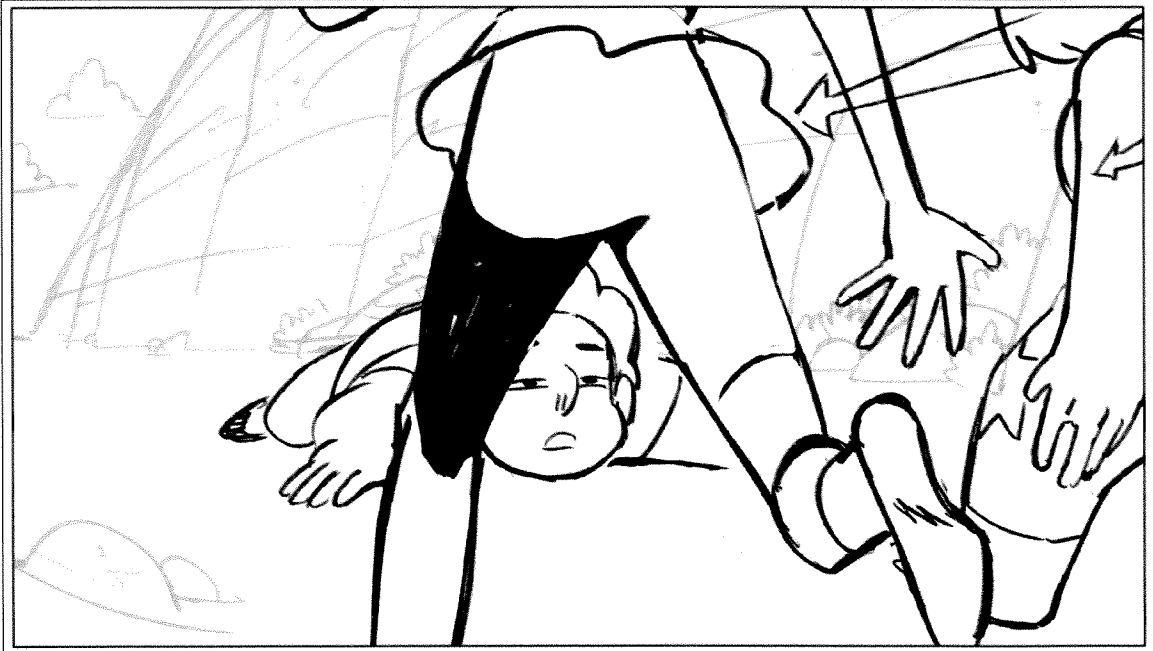
1020.009

Scene	Panel
143	CONT 2



Slugging
0.10

Scene	Panel
143	CONT 3



Slugging
0.09

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1020.009

1020.009

Scene	Panel
143	CONT 4



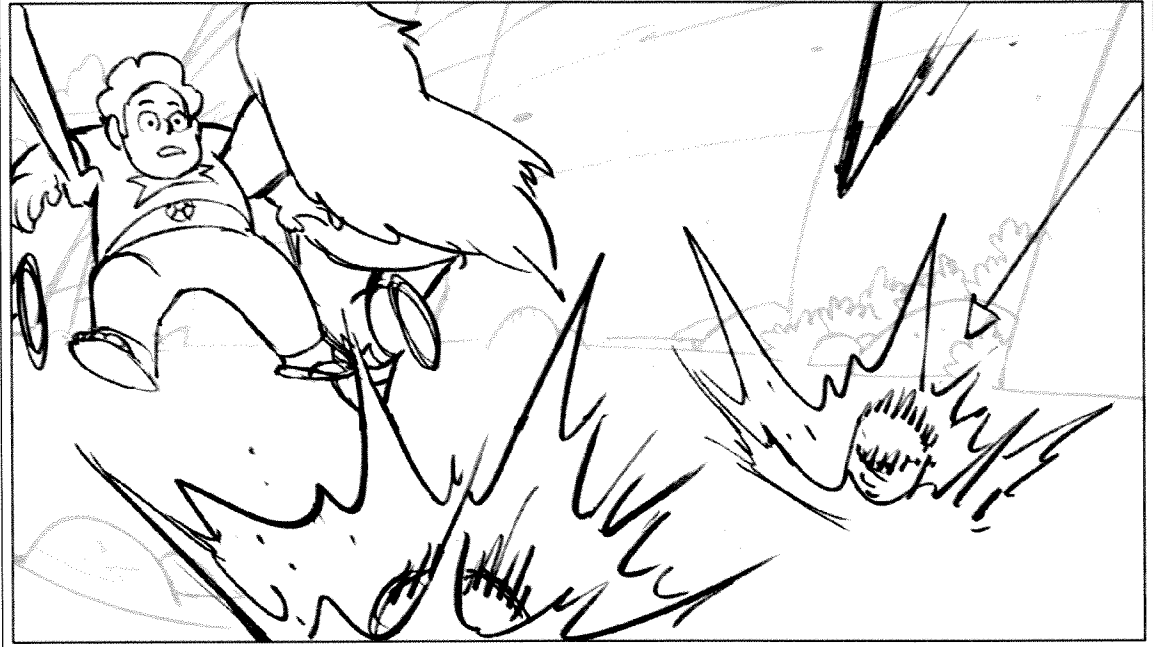
Action Notes

A and P grab S while running by

Slugging

0.09

Scene	Panel
143	CONT 5



Action Notes

spikes raining down as A,P and S run away

Slugging

0.09

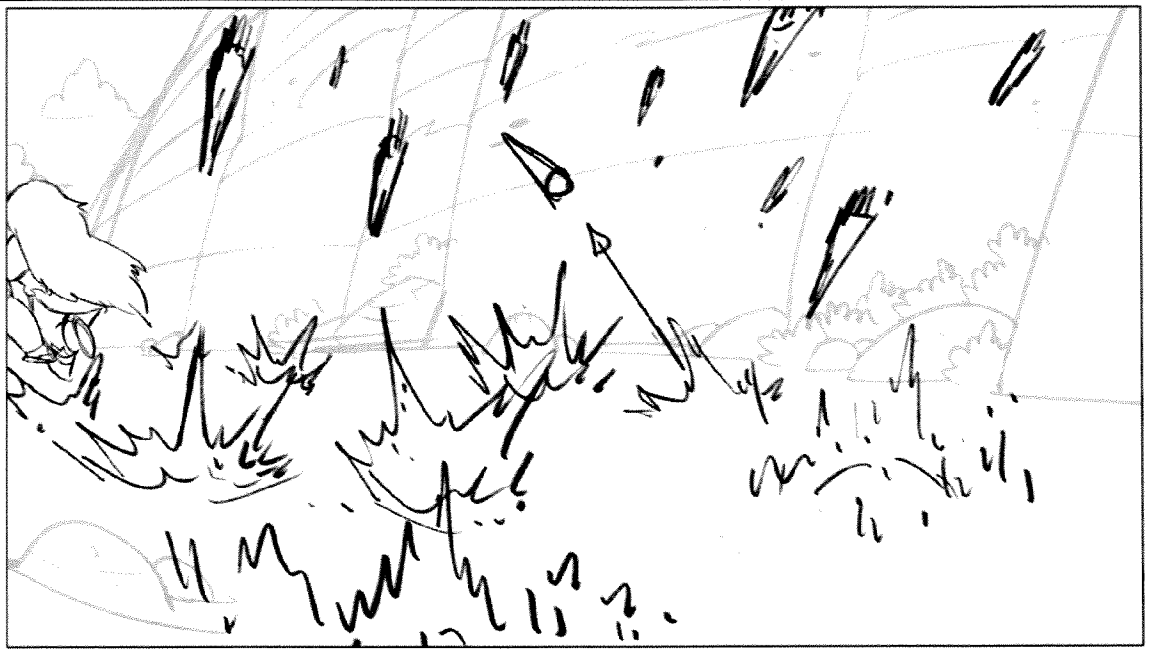
JUN 17 2013

1020.009

1020.009

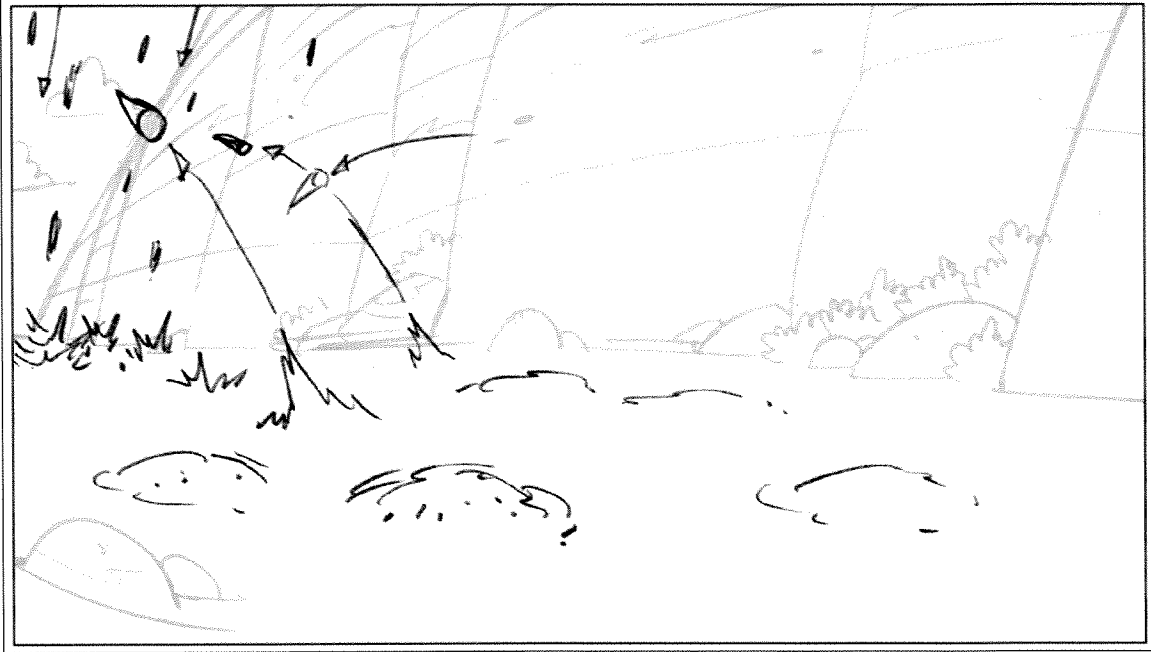
1020.009

Scene 143 Panel 6
cont



Slugging
0.09

Scene 143 Panel 7
cont



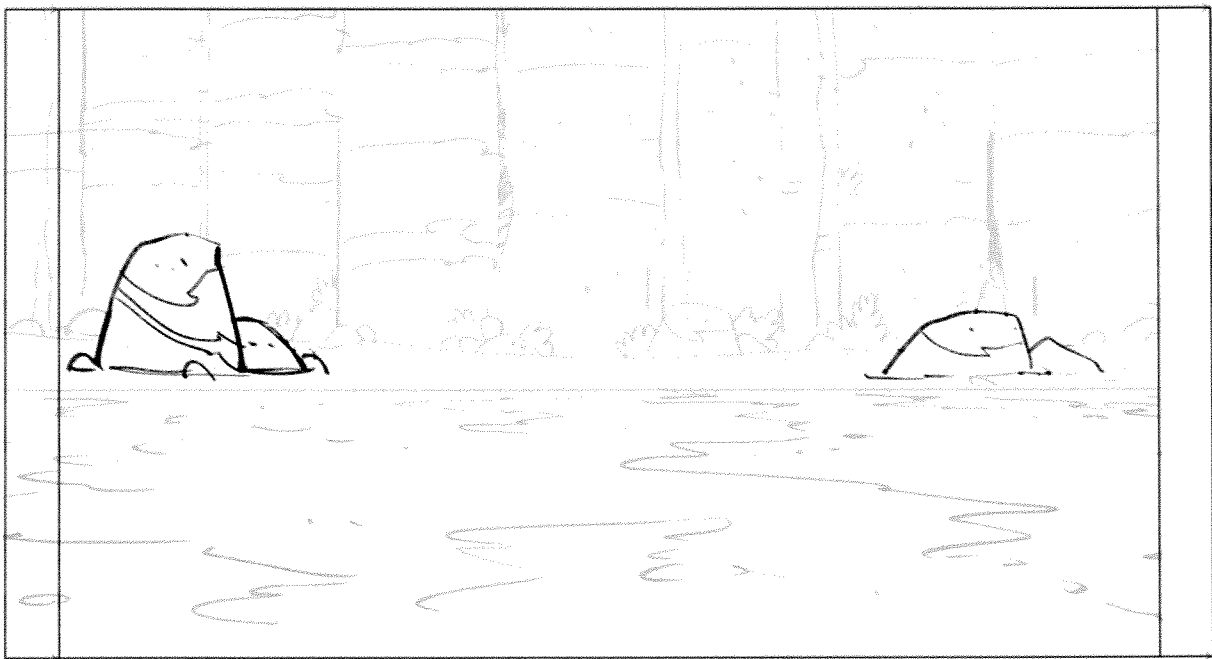
Slugging
0.09

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600-0701

Scene 143_A Panel 1



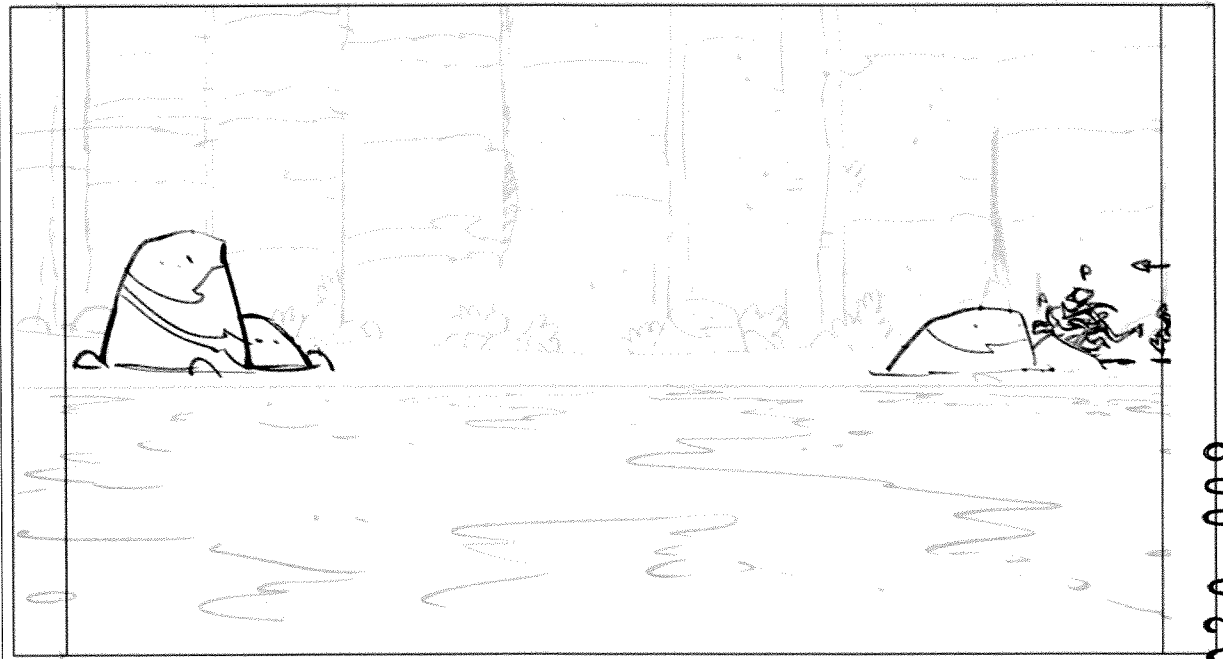
Slugging

ADJ: 0.10

ADJ through panesl 1 to 9.

16 X WATER HIGHLIGHTS
EFX

Scene 143_A Panel 2



Slugging

ADJ: 0.10

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Scene **STAR 1** **STAR 2** 143_A **STAR 3** Panel 3

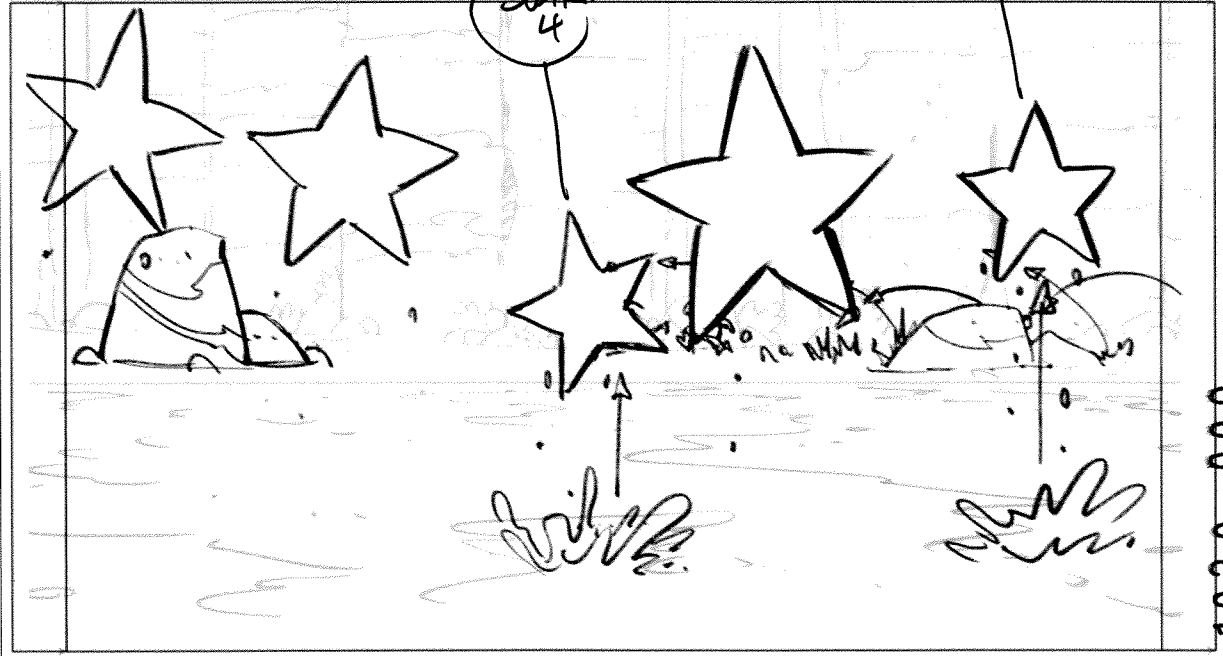


Action Notes
Stars shoot out of water

A,P and S running across beach as spikes follow

Slugging
ADJ: 0.10

Scene 143_A **STAR 4** **STAR 5** Panel 4



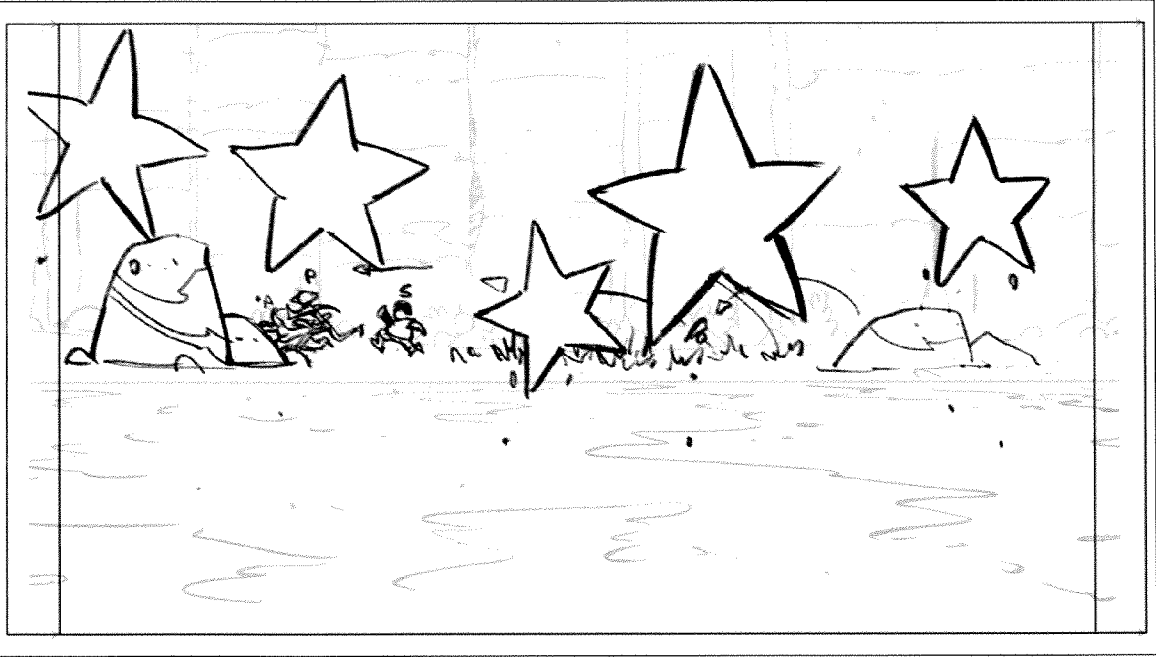
Slugging
ADJ: 0.10

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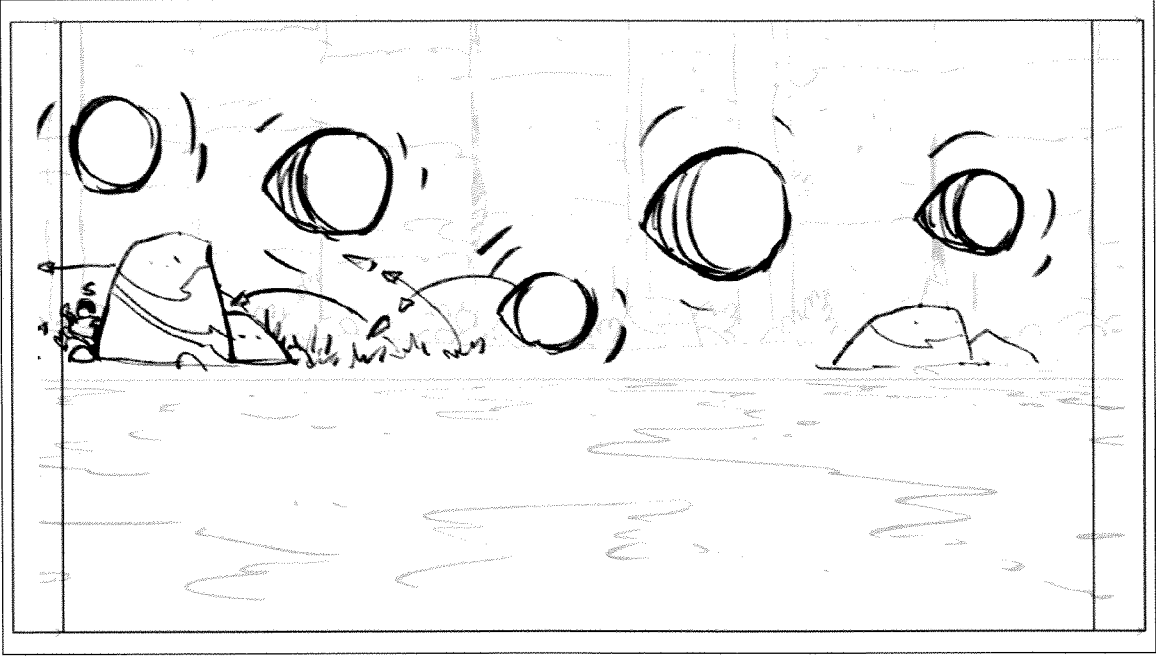
1020-009

Scene	Panel	
143_A	cont	5



Slugging
ADJ: 0.10

Scene	Panel	
143_A	cont	6



Action Notes
Stars turn into spikes

Slugging
ADJ: 0.10

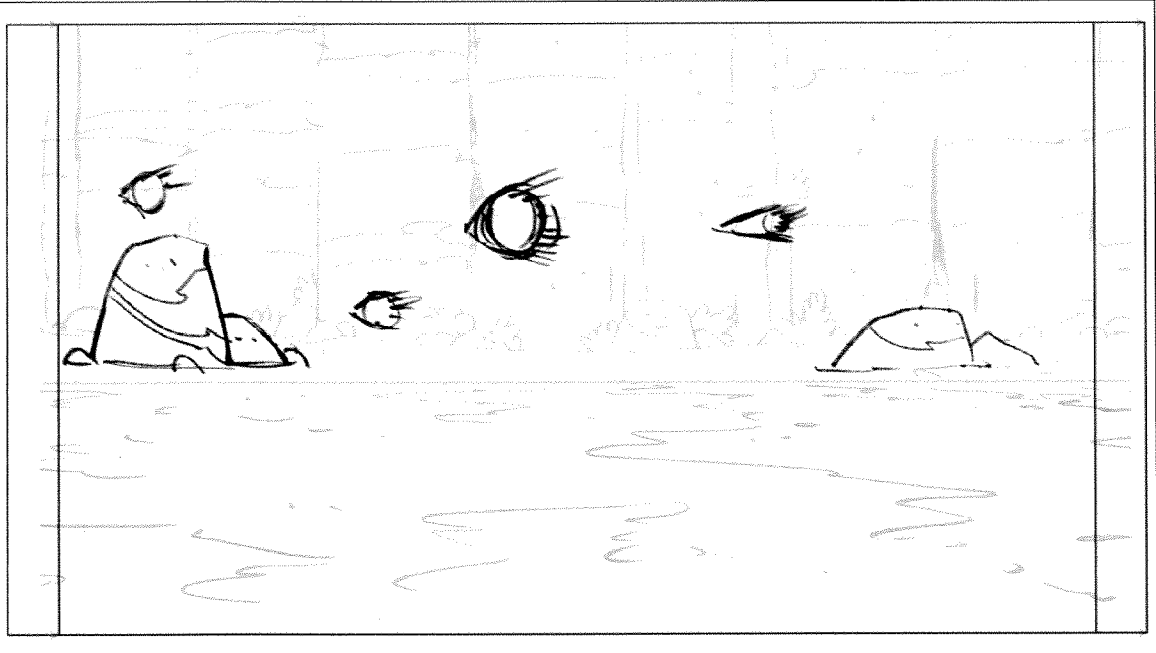
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1020-009

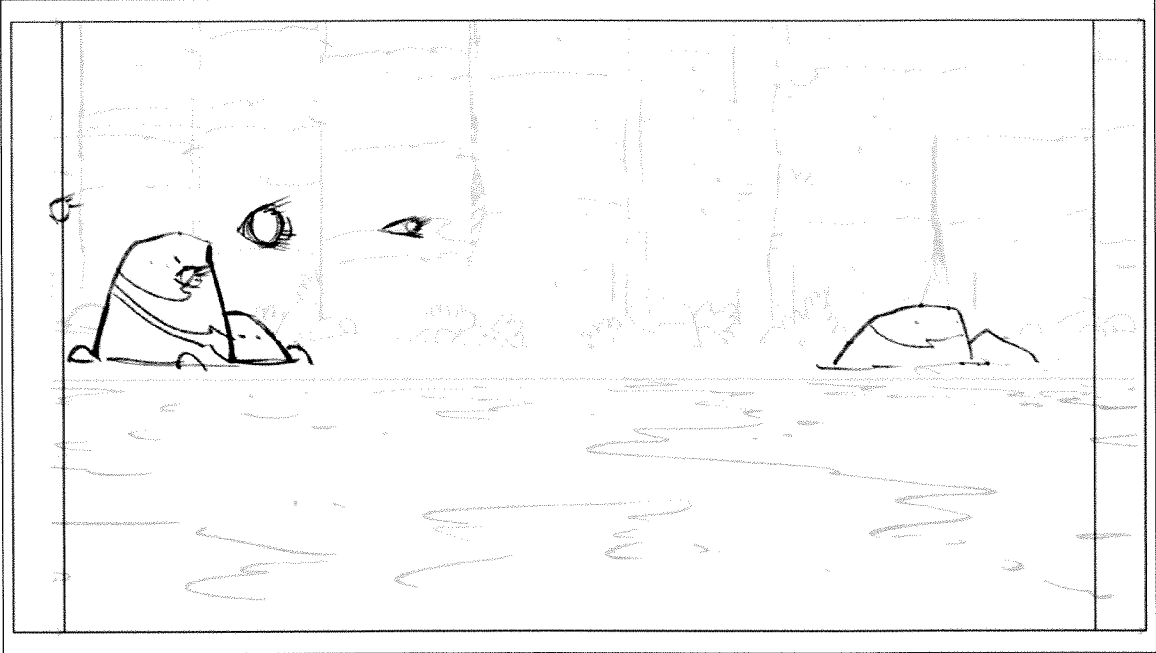
1020-009

Scene 143_A Panel 7



Slugging
ADJ: 0.10

Scene 143_A Panel 8



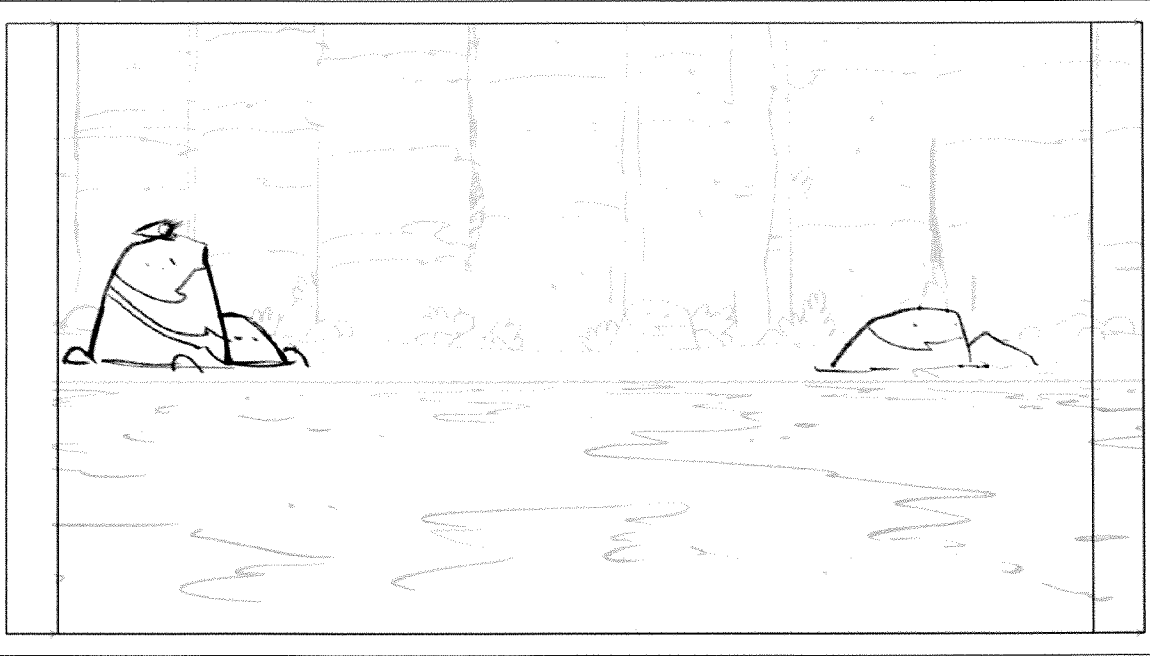
Slugging
ADJ: 0.10

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1020-009

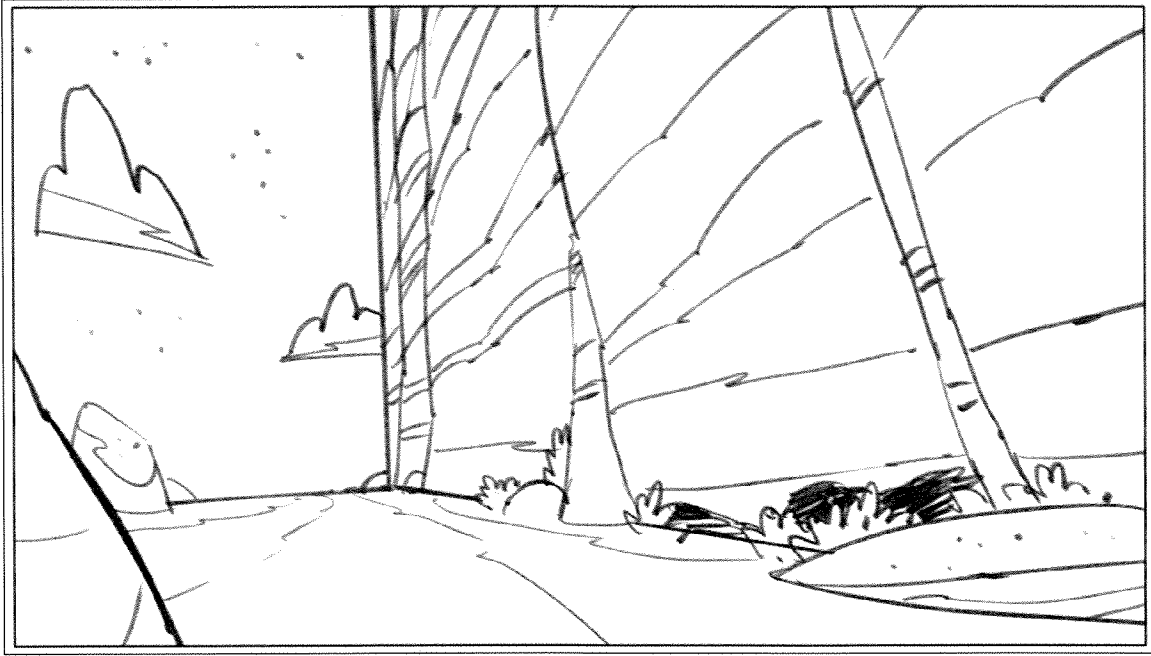
1020-009

Scene	Panel
143_A	9



Slugging
ADJ: 0.10

Scene	Panel
144	1



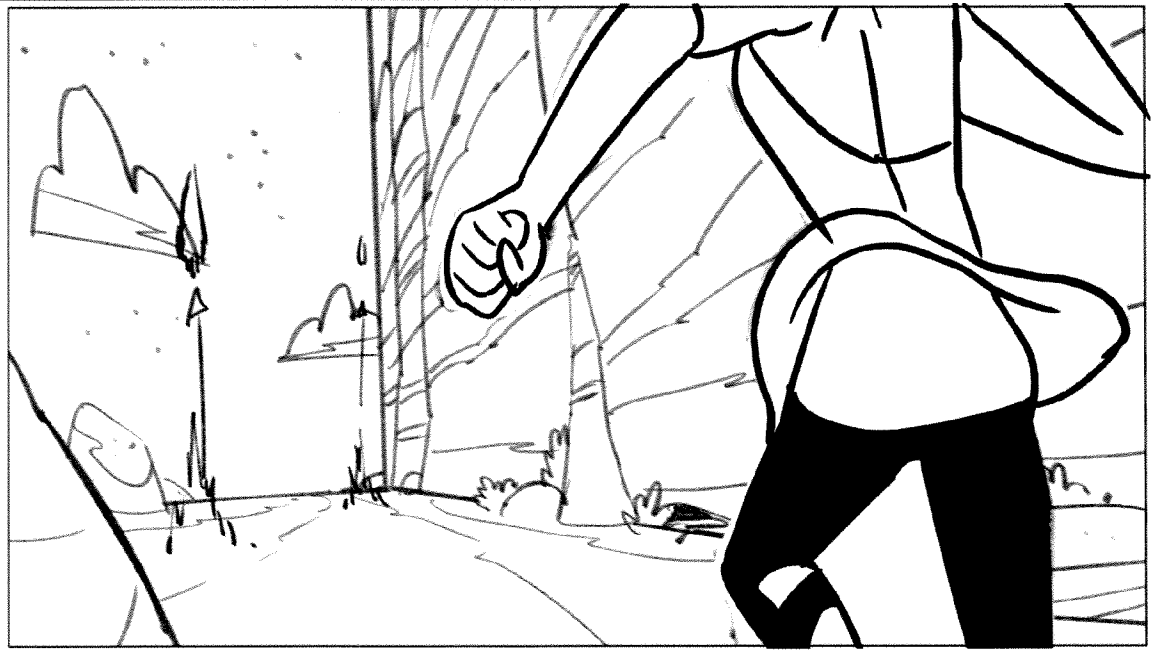
Slugging
0.05

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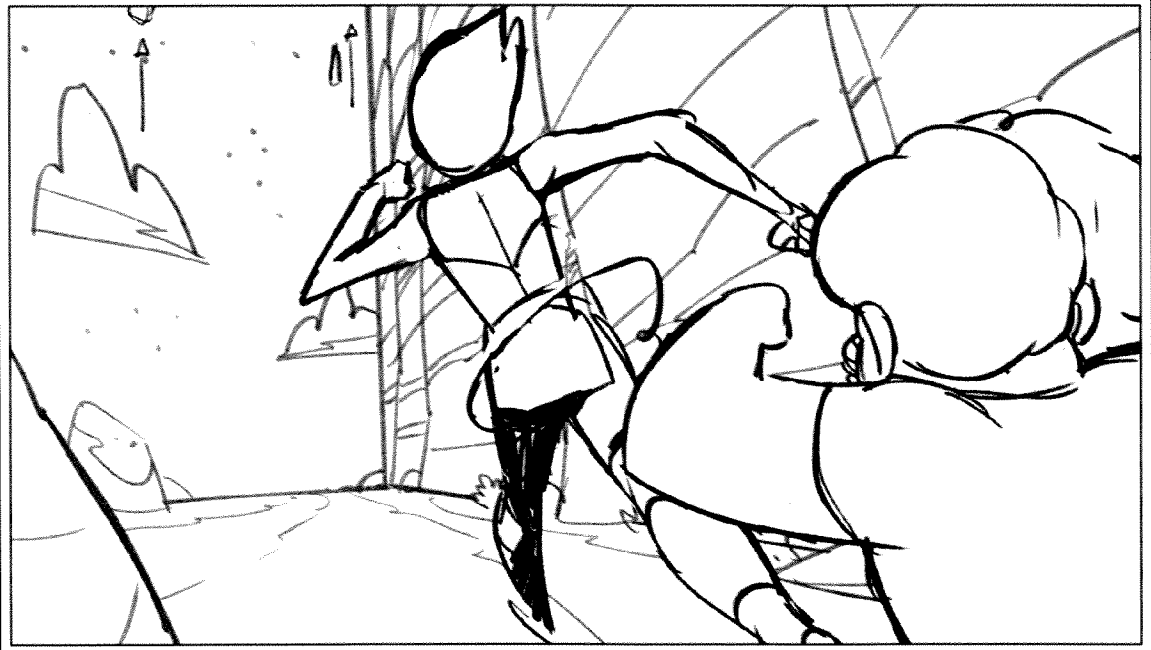
Scene 144 Panel 2
CONT



Action Notes
spikes shoot from sand in front of A,P and S

Slugging
0.07

Scene 144 Panel 3
CONT



Slugging
0.07

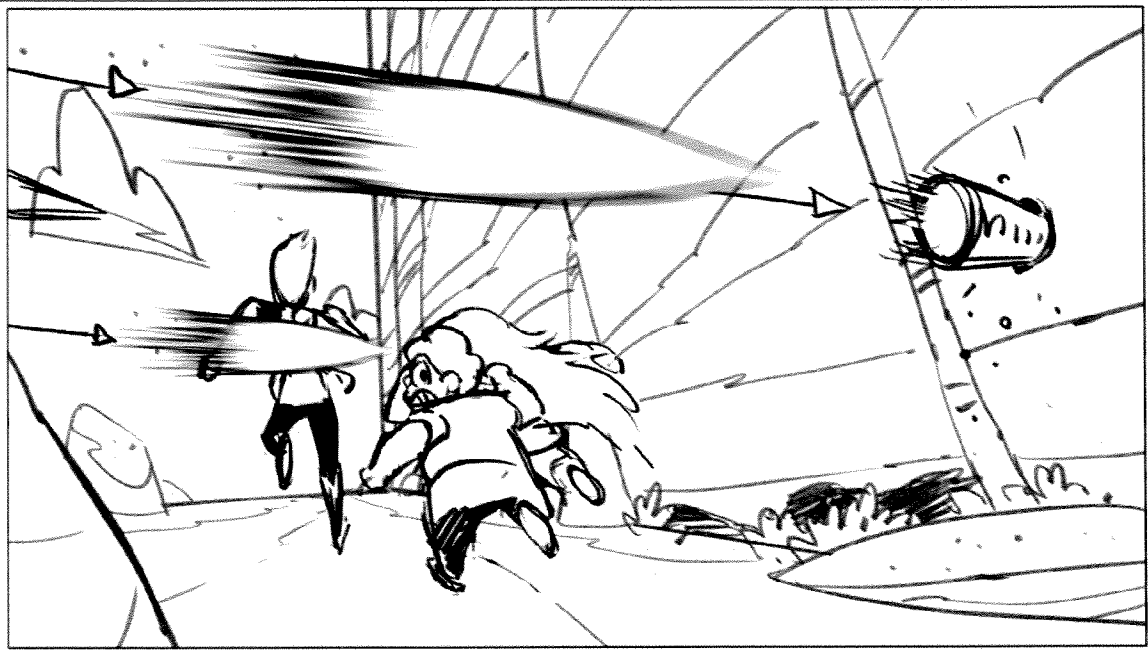
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1020.009

1020.009

Scene 144 Panel 4



Action Notes
Spikes shooting into the cliff wall behind A,P and S

Slugging
0.07

Scene 144 Panel 5



Slugging
0.07

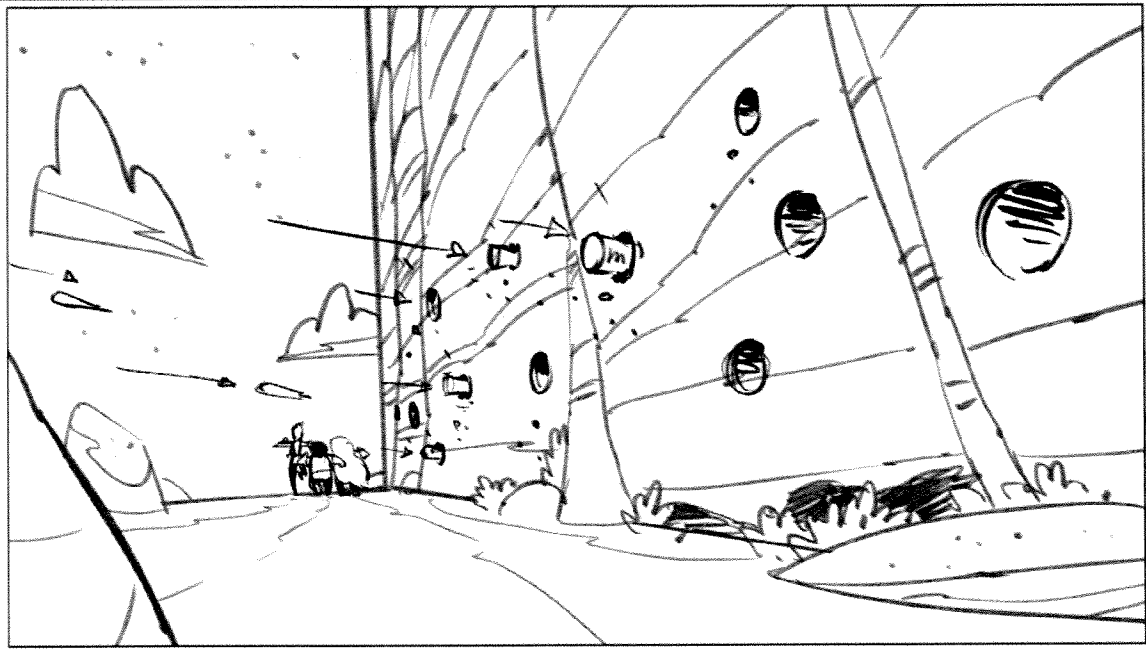
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1020.009

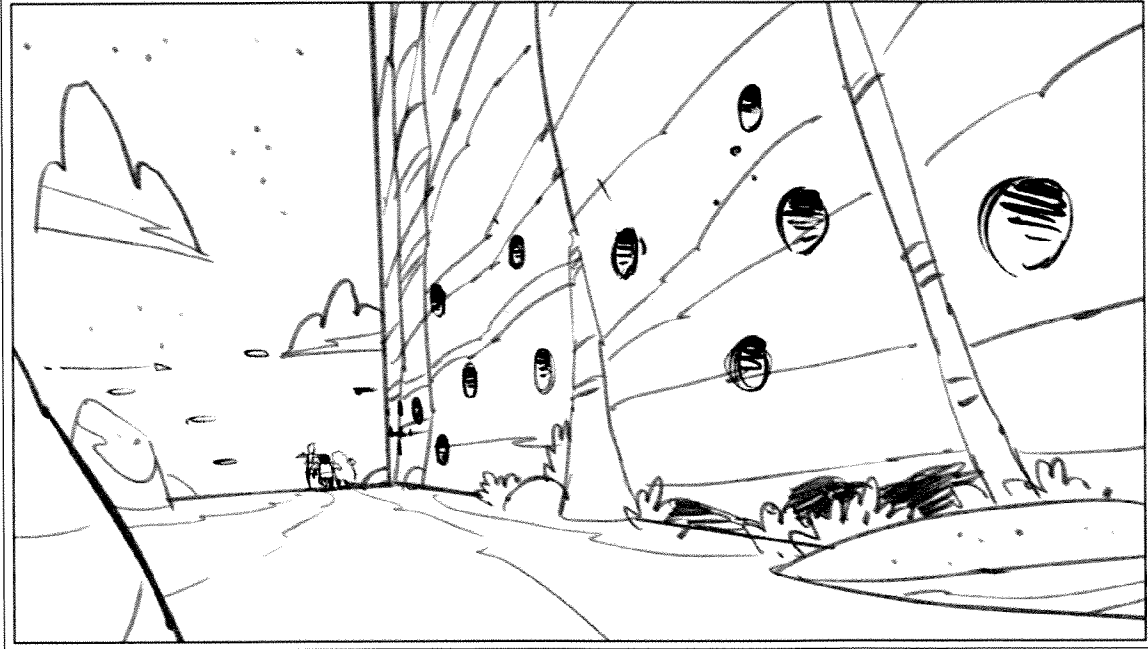
1020.009

Scene 144 Panel 6



Slugging
0.07

Scene 144 Panel 7



Slugging
0.07

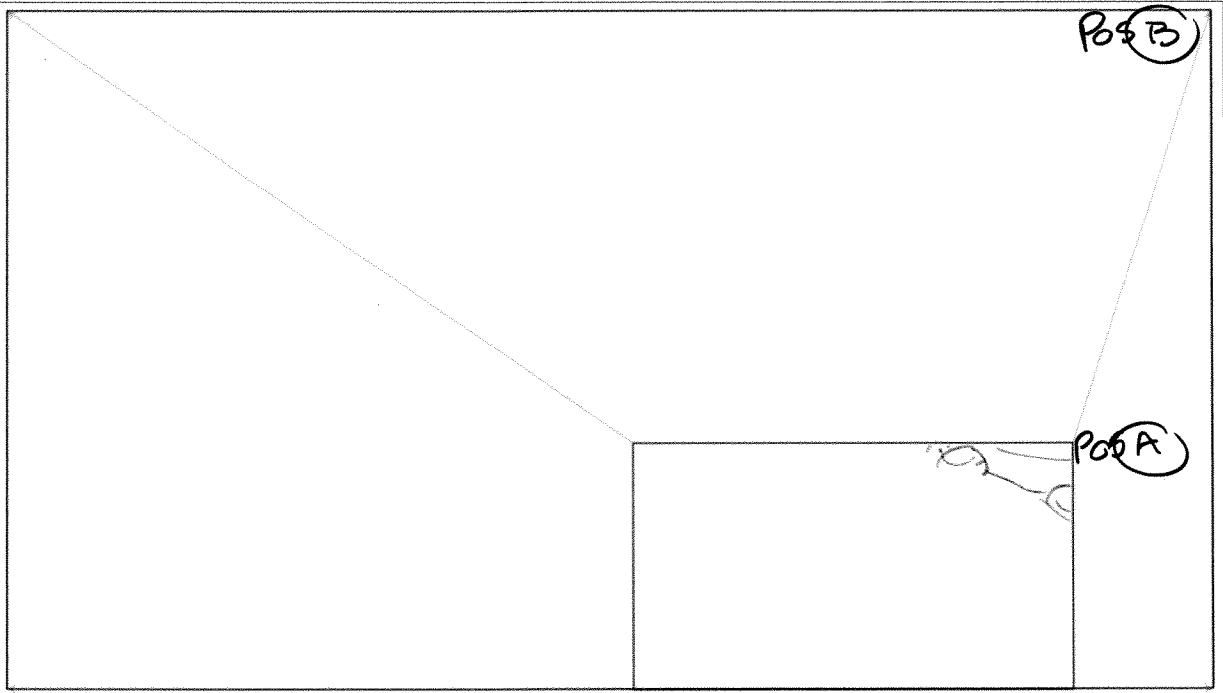
JUN 17 2013

1020.009

1020.009

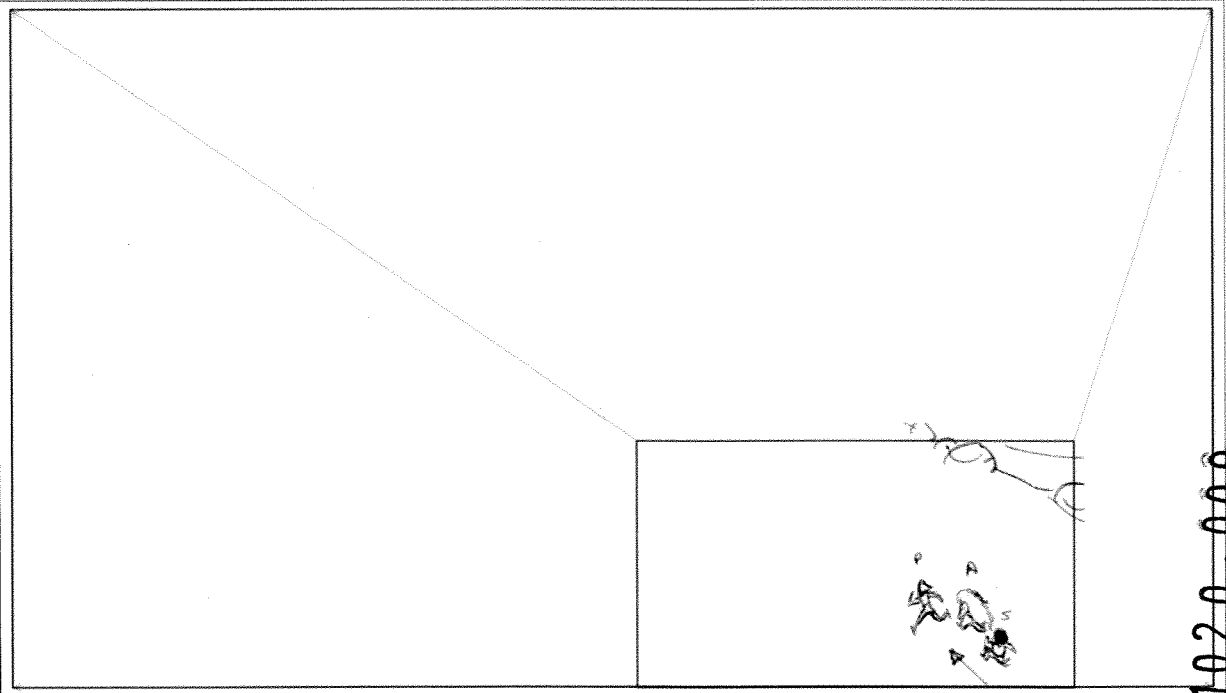
1020.009

Scene	Panel
145	1



Slugging
Panels 1 to 4 = ADJ: 1.04

Scene	Panel
145	2



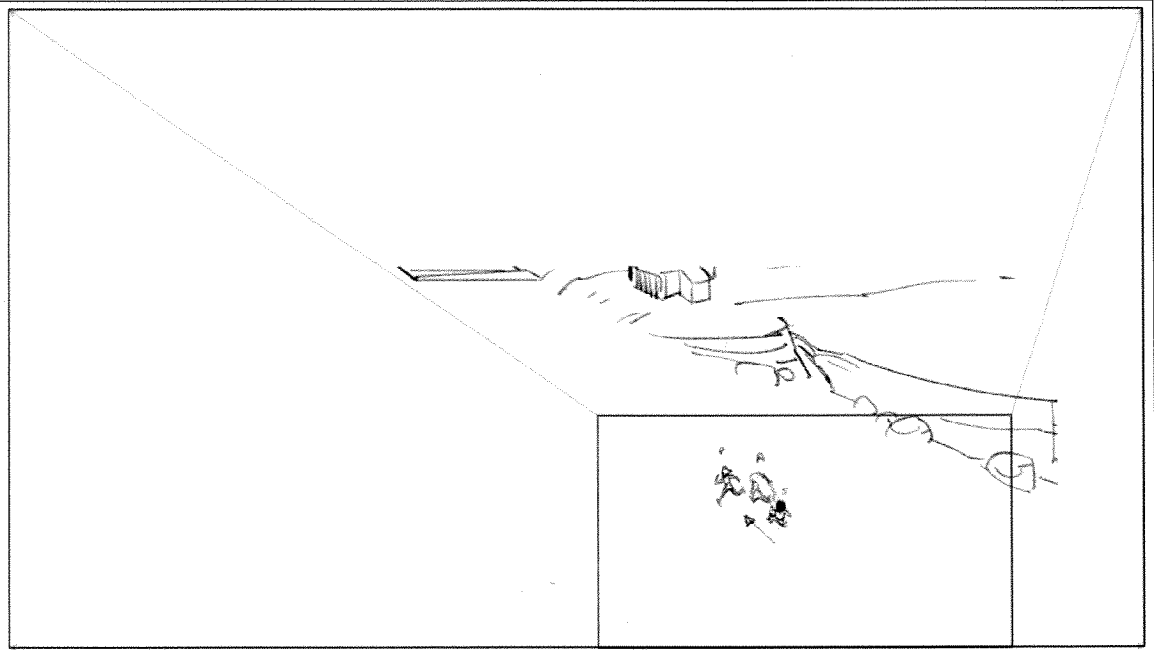
Action Notes
A,P and S running across beach

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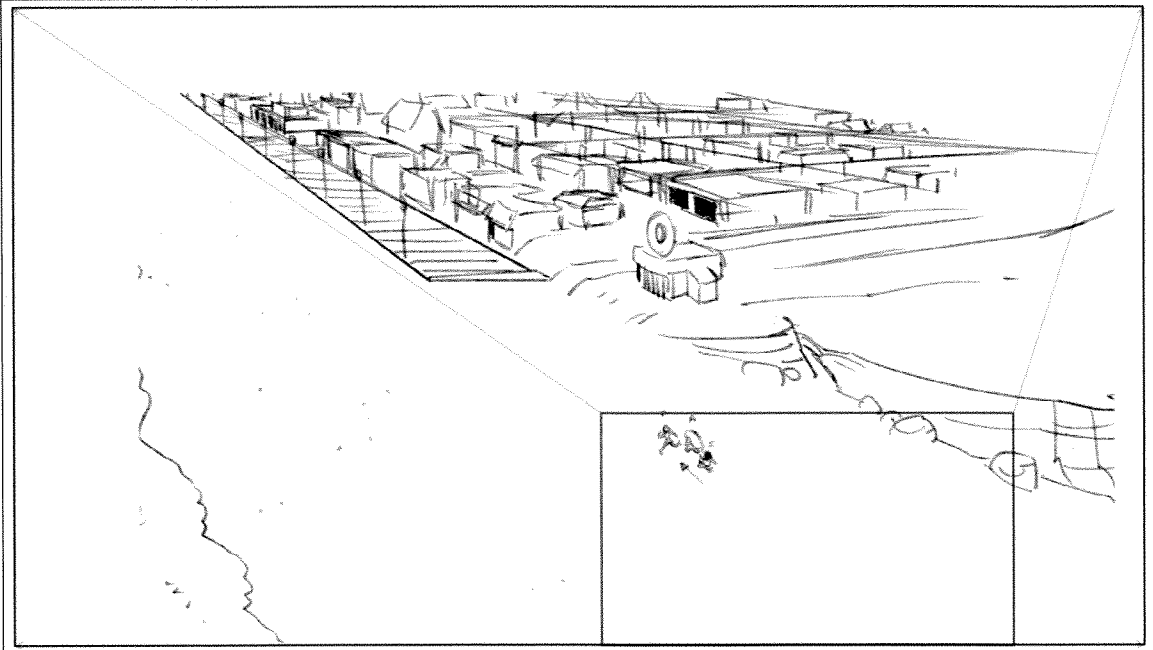
1020.009

1020.009

Scene 145 Panel 3



Scene 145 Panel 4



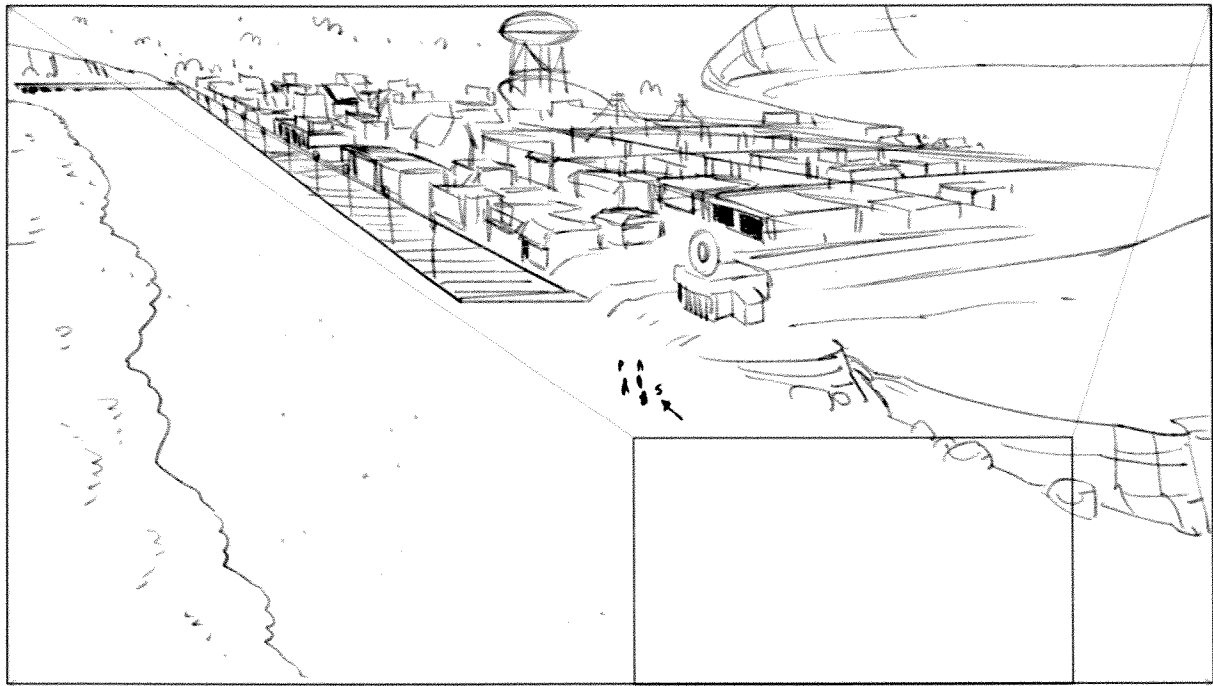
JUN 17 2013

1020.009

1020.009

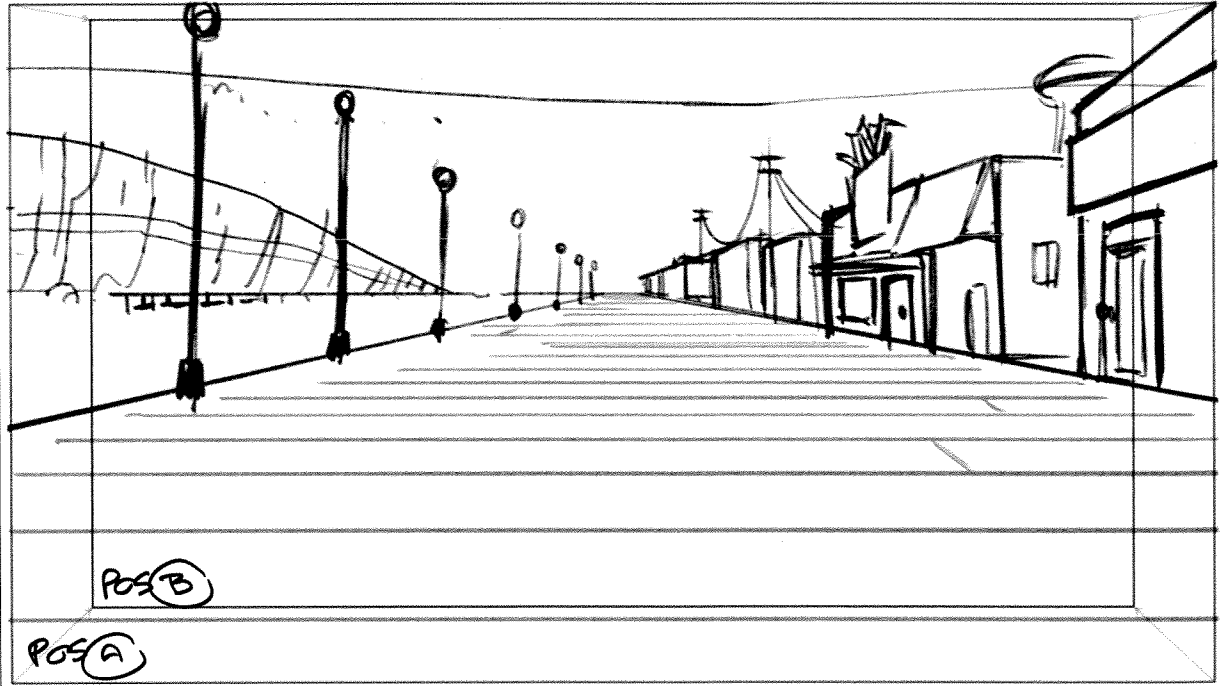
1020.009

Scene 145 Panel 5



Slugging
ADJ: 0.11
Then HOLD: 0.09

Scene 146 Panel 1



Slugging
ADJ: 1.00
ADJ through panels 1 to 4.

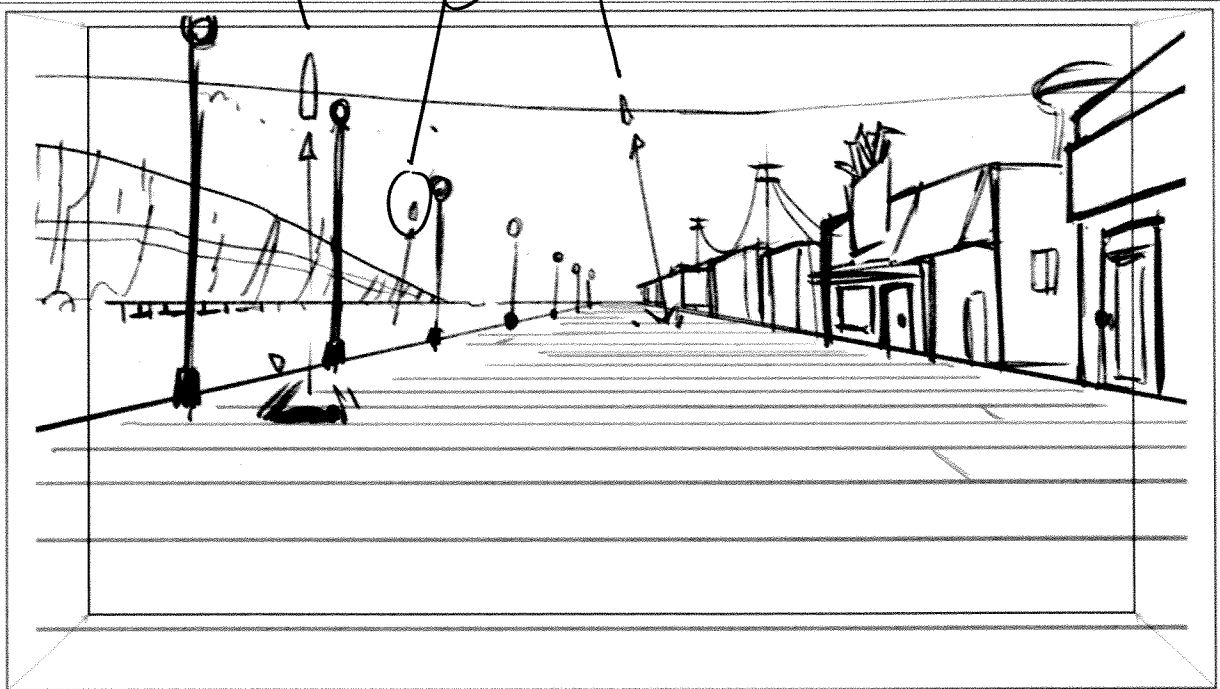
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1020.009

1020.009

Scene 146 Panel 2
CONT

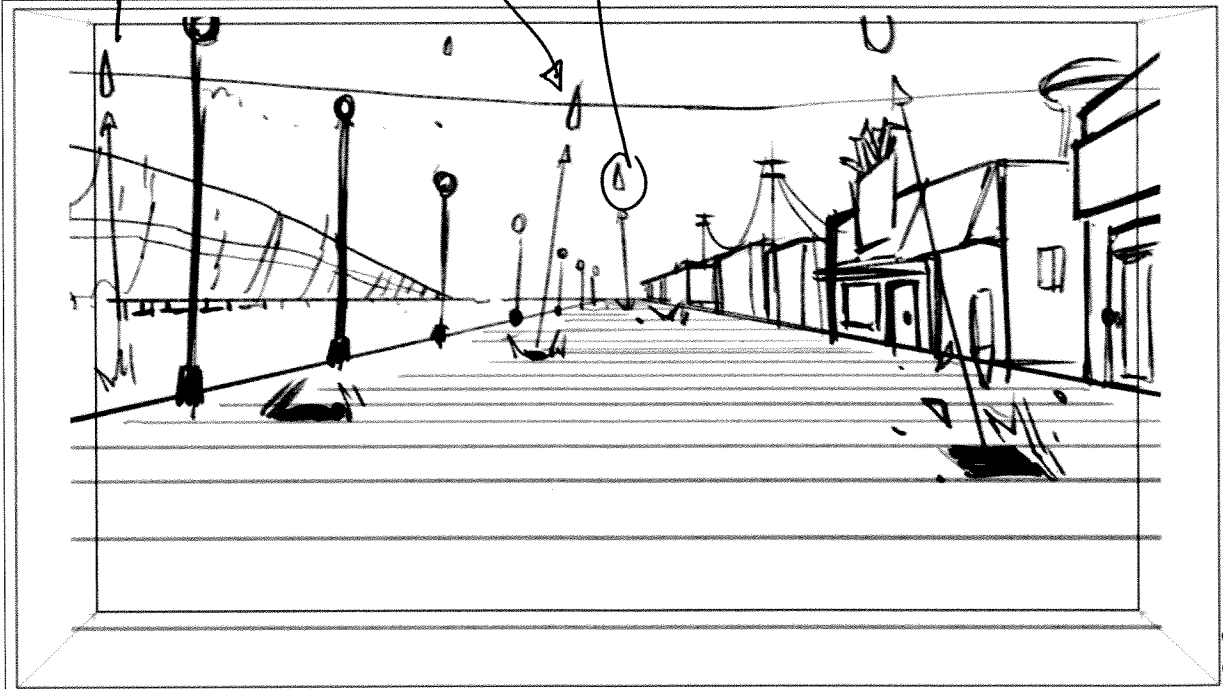


Dialog
PEARL: THEY'RE EVERYWHERE!

Action Notes
spikes burst out from under the boardwalk

Slugging
ADJ: 1.00

Scene 146 Panel 3
CONT



Slugging
ADJ: 1.00

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Scene 11 146 Panel 10 4
SPIKE 9
SPIKE 8
CONT



Slugging
ADJ: 1.00

Scene 147 Panel 1



Dialog
PEARL: WHY DIDN'T WE SEE THIS COMING?!

Action Notes
Pearl running and spikes shooting up and flying by her

Slugging
0.05

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1020.009

1020.009

Scene	Panel
147	CONT
2	



Slugging
0.05

Scene	Panel
147	CONT
3	



Slugging
0.05

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Scene 147 Panel 4
cont



Slugging
0.05

Scene 147 Panel 5
cont



Slugging
0.05

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1020.009

1020.009

Scene 147 Panel 6
CONT



Slugging
0.05

Scene 147 Panel 7
CONT



Slugging
0.05

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1020.009

1020.009

1020.009

Scene	Panel	
	147 <i>cont</i>	8



Slugging
0.05

Scene	Panel	
	147 <i>cont</i>	9



Slugging
0.05

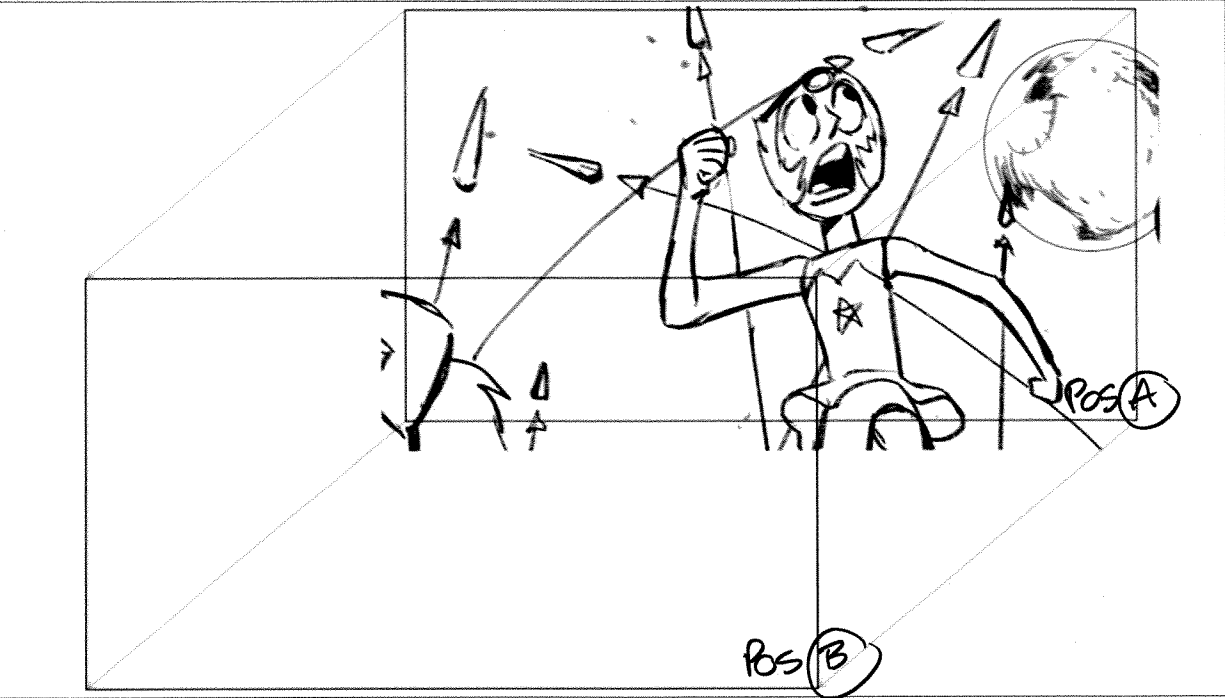
JUN 17 2013

1020.009

1020.009

1020.009

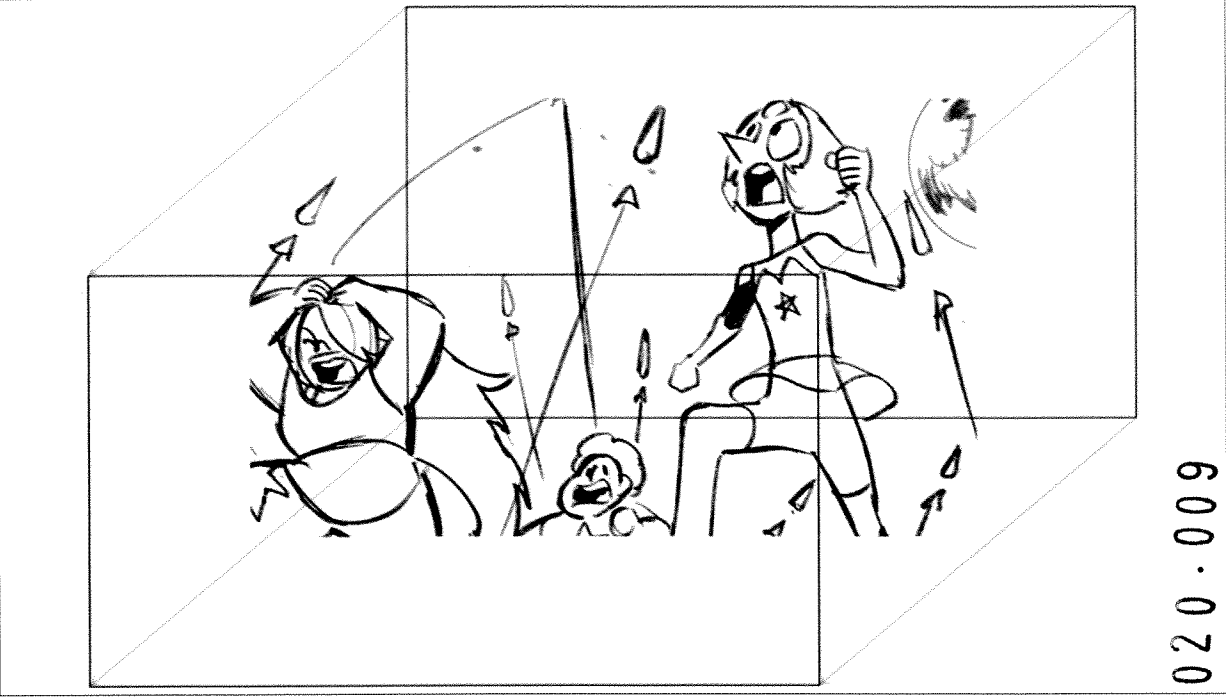
Scene 147 Panel 10



Slugging
ADJ: 0.03

ADJ through panel 10 to 13.

Scene 147 Panel 11

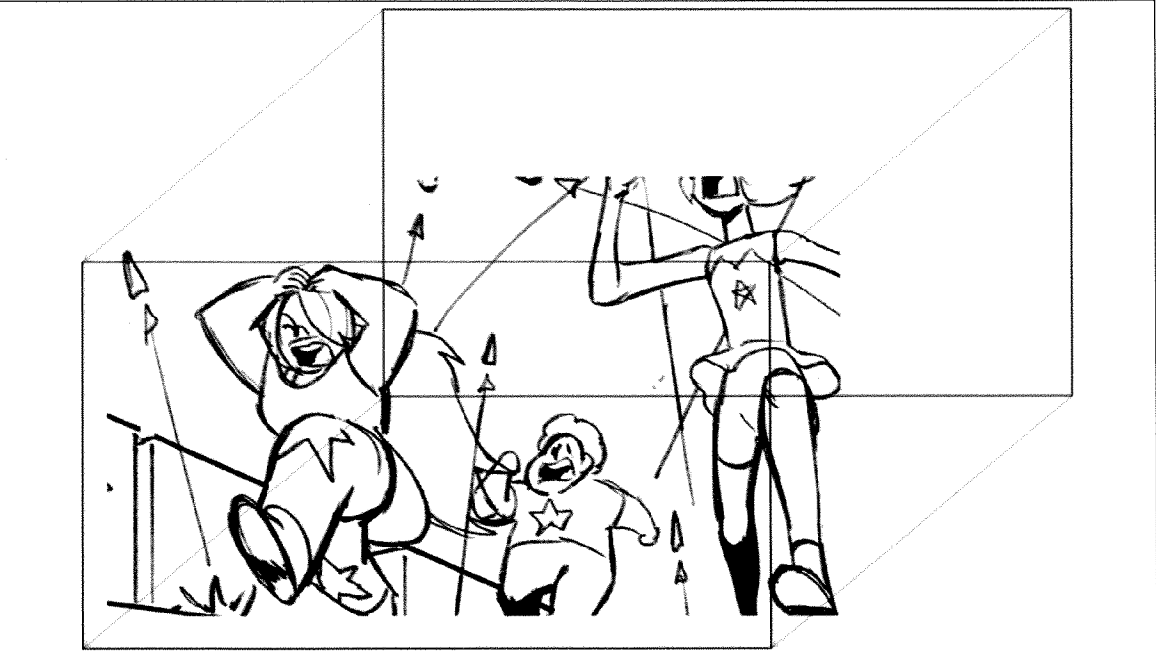


Action Notes
camera adjust to Steven

Slugging
ADJ: 0.03

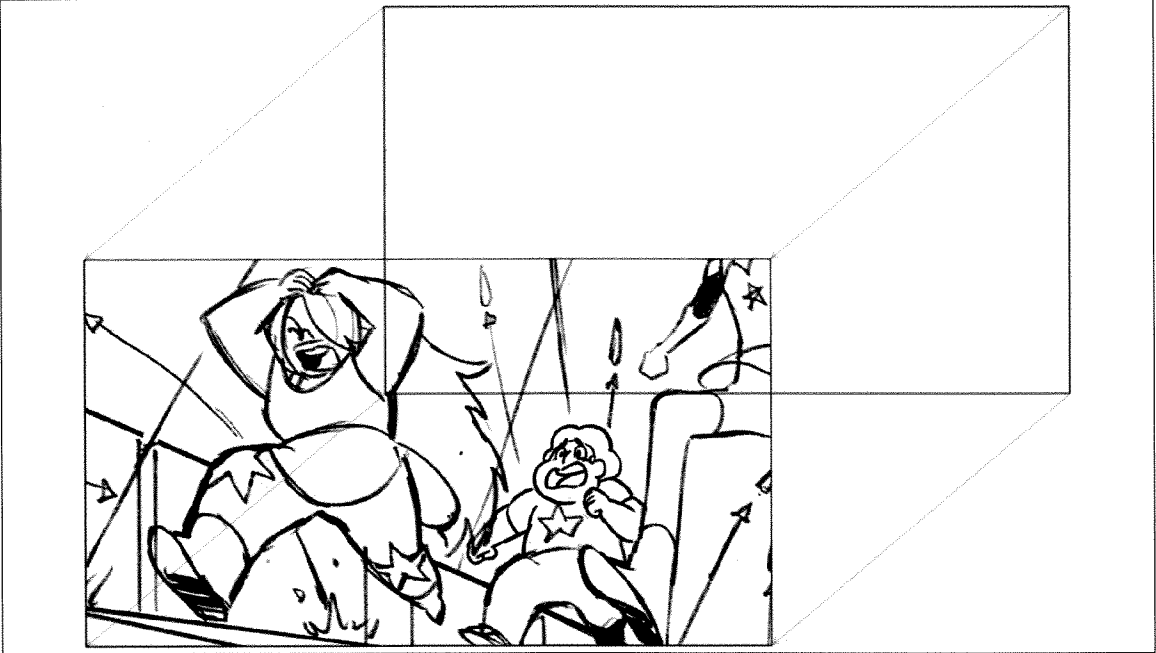
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Scene 147 Panel 12
CONT



Slugging
ADJ: 0.03

Scene 147 Panel 13
CONT



Slugging
0.05

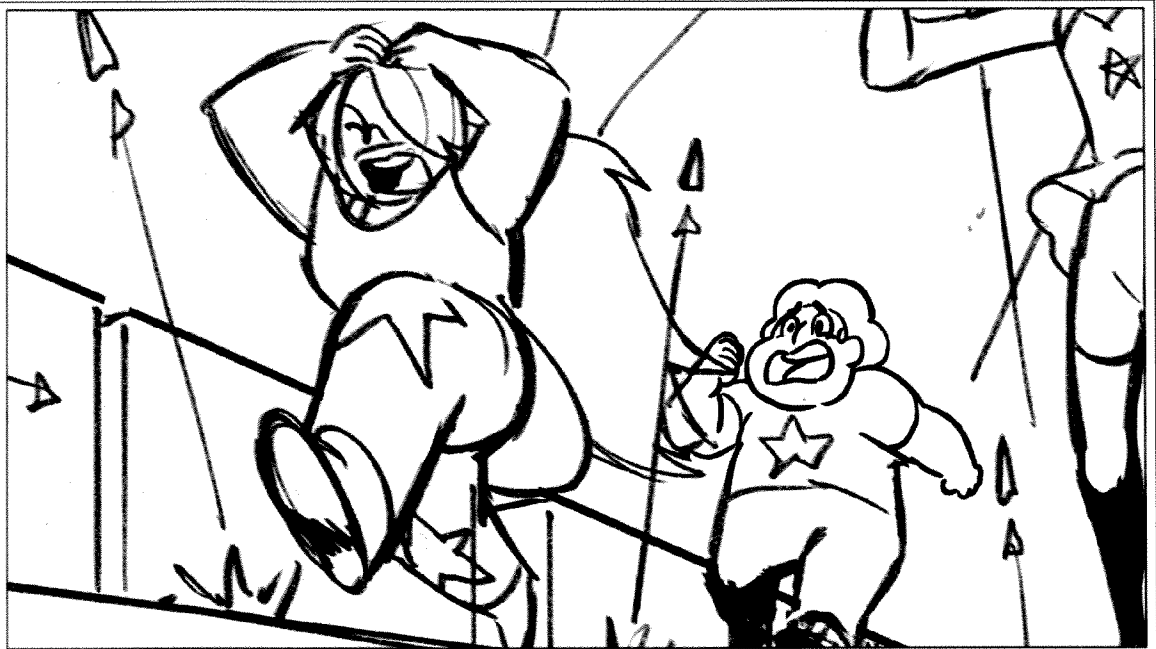
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1020-009

Scene 147 Panel 14
CONT

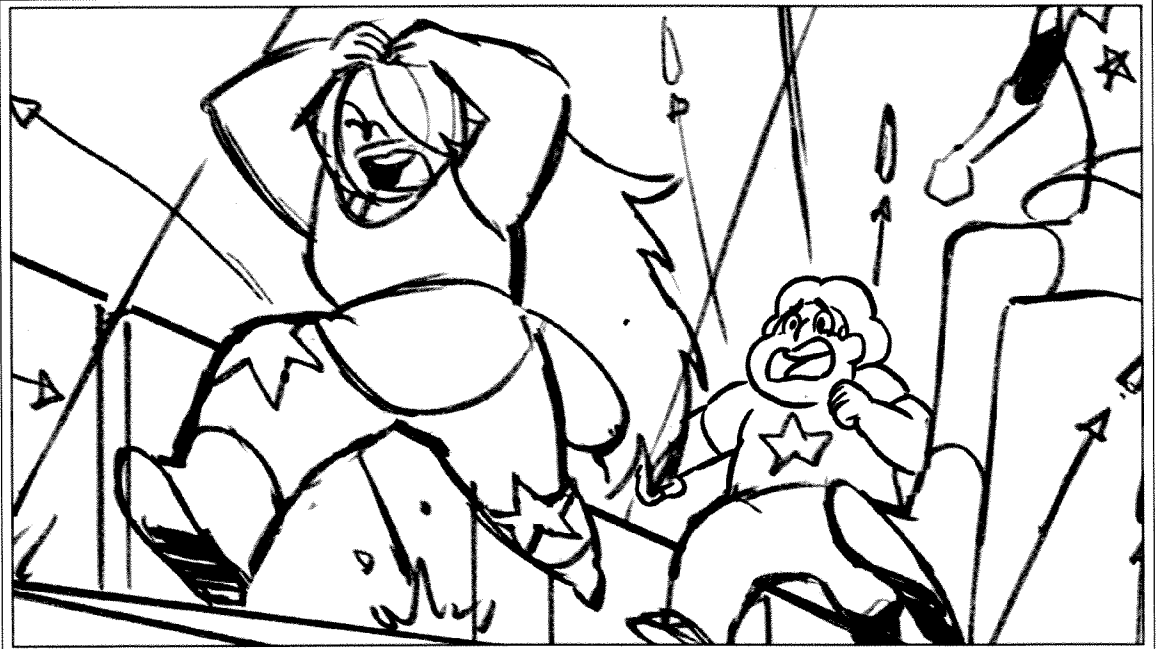


Dialog
STEVEN: WE NEED GARNET!

Action Notes
Spikes shooting up and flying around A,P and S

Slugging
0.05

Scene 147 Panel 15
CONT

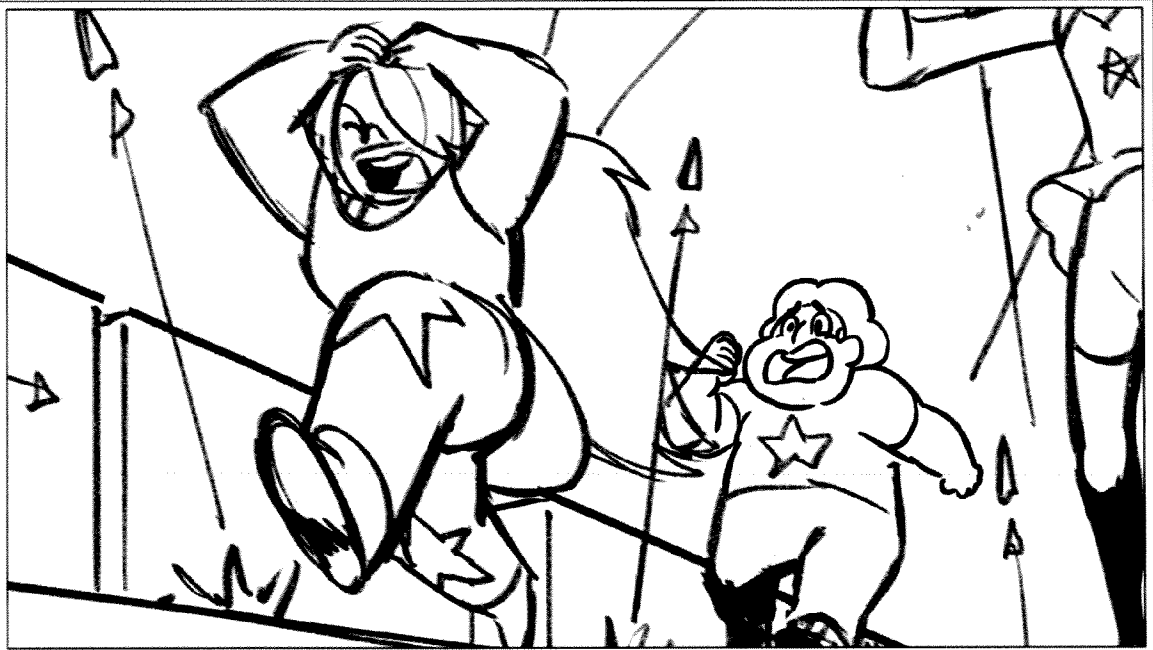


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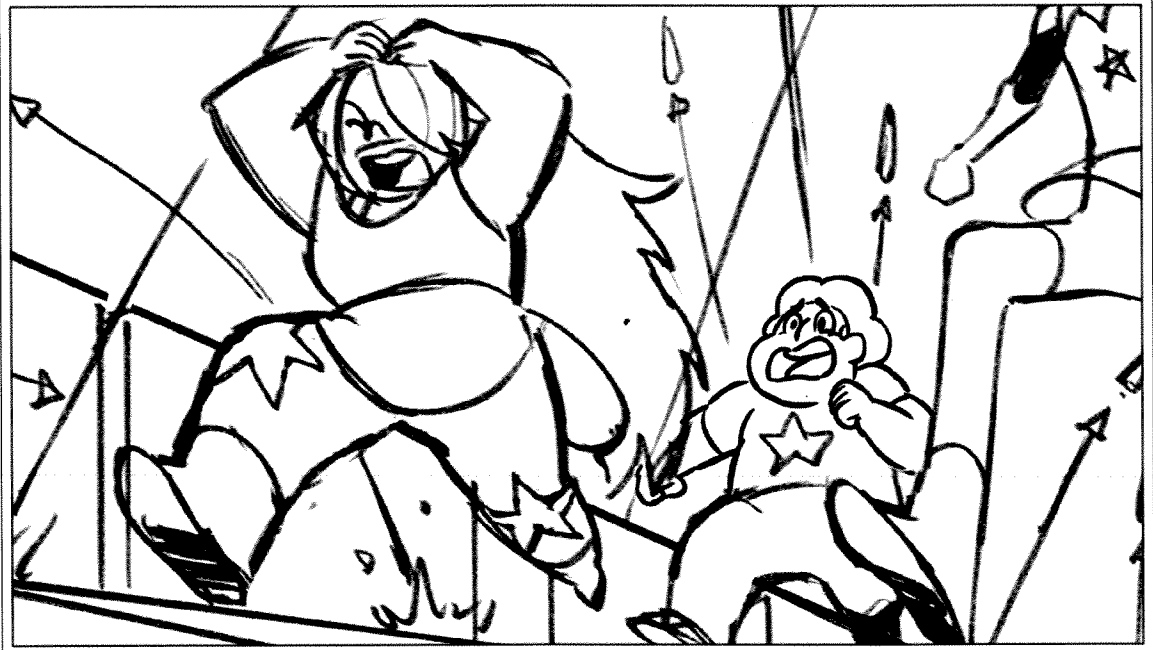
1020.009

Scene 147 Panel 16
CONT



Slugging
0.05

Scene 147 Panel 17
CONT



Slugging
0.05

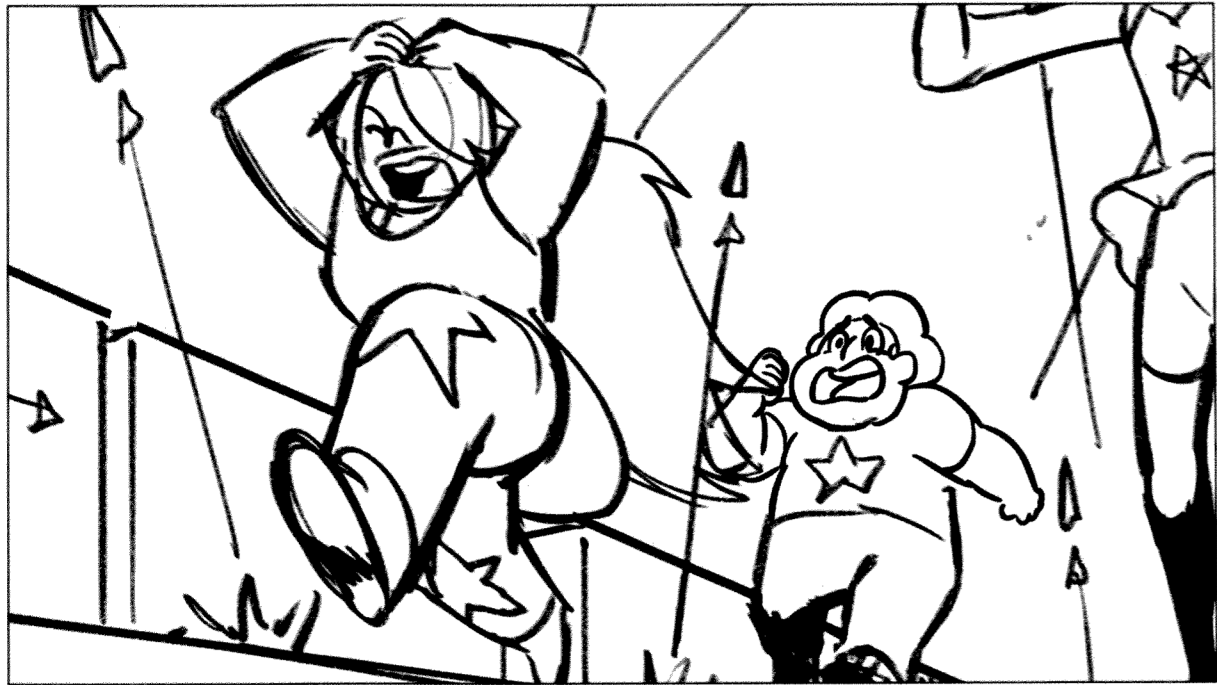
JUN 17 2013

1020.009

1020.009

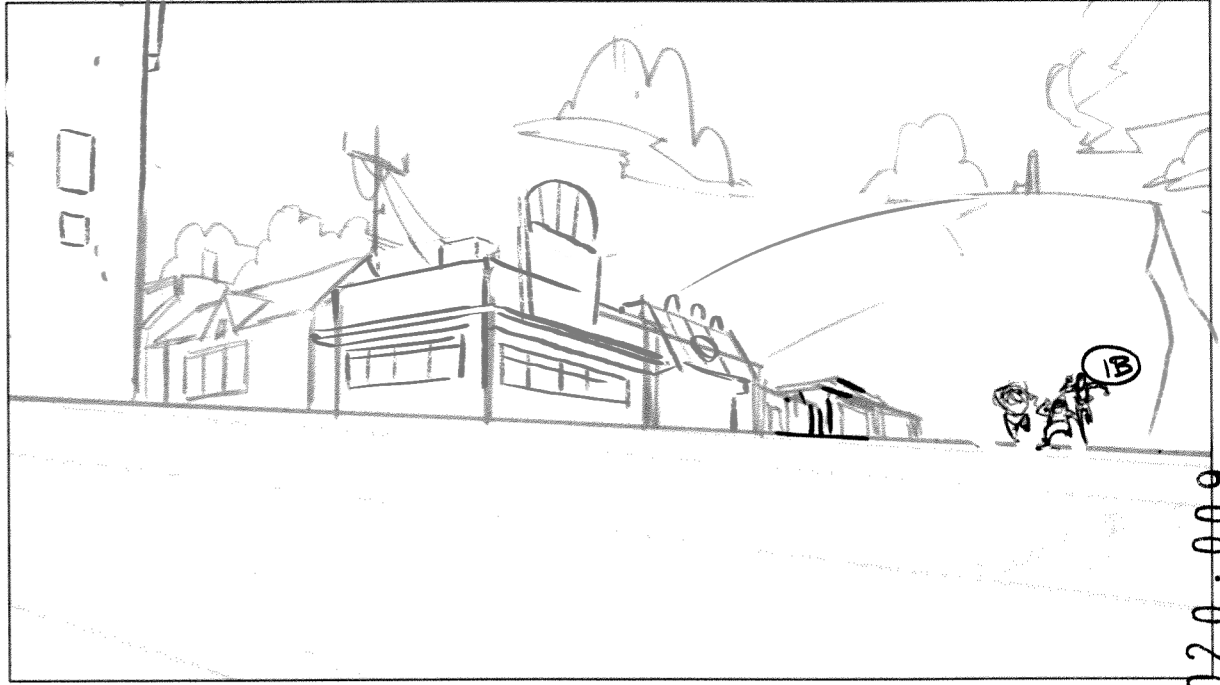
1020.009

Scene	Panel
147	18



Slugging
0.05

Scene	Panel
148	1



Slugging
0.09

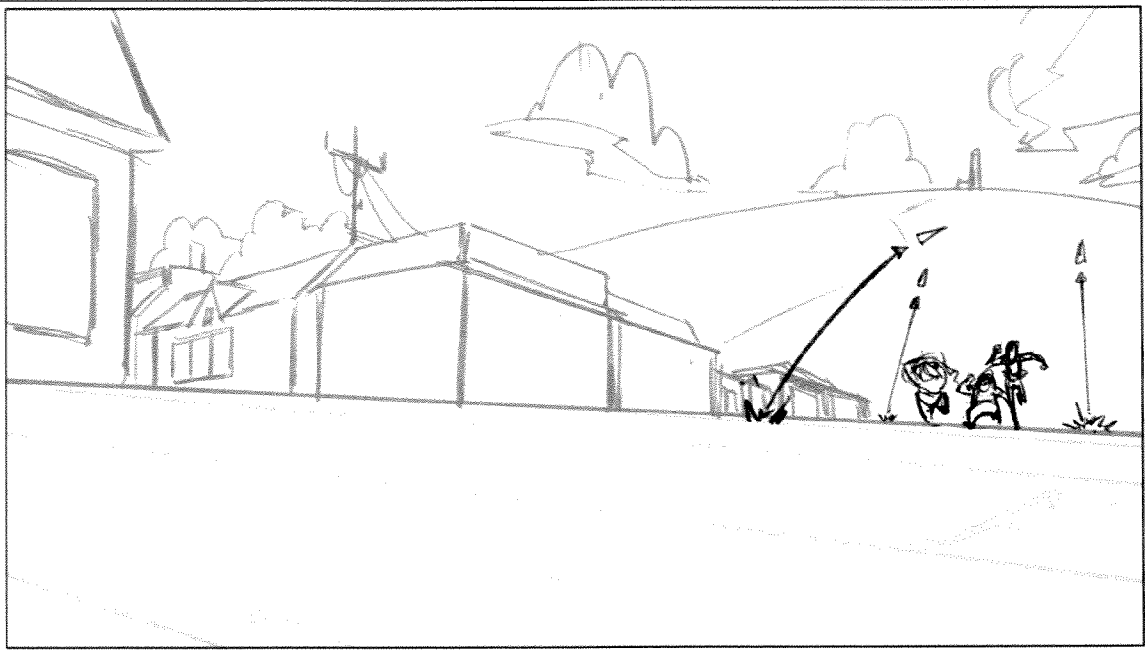
JUN 17 2013

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1020-009

1020-009

Scene 148 Panel 2

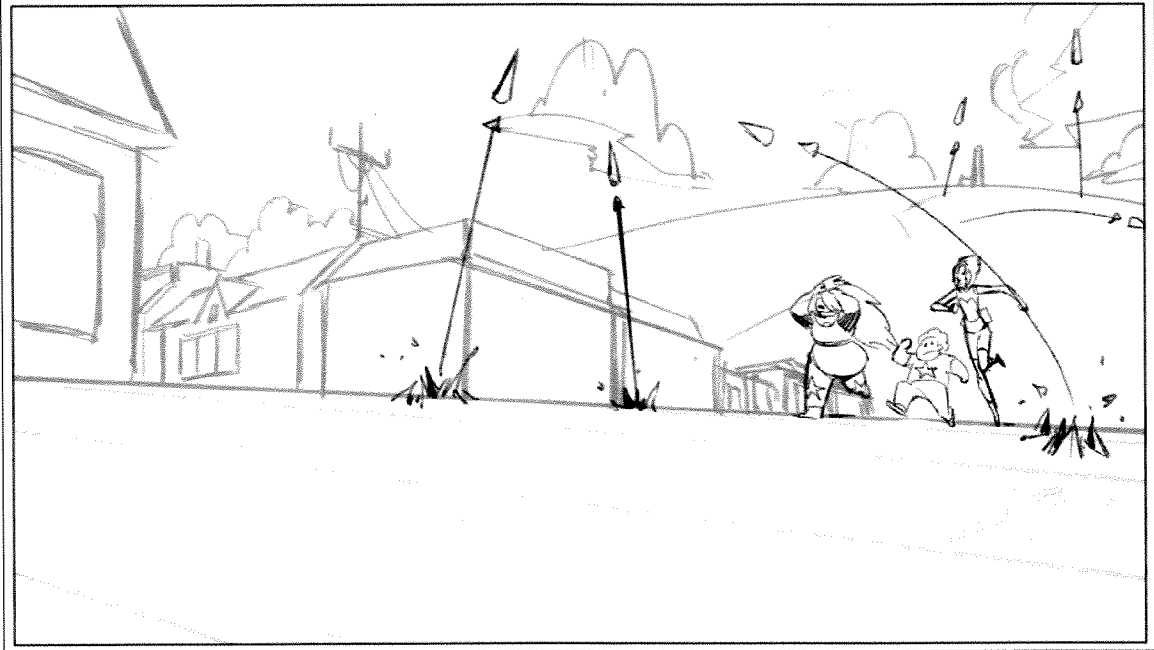


Action Notes
spikes shoot out of the boardwalk

A,P ans S running across boardwalk

Slugging
0.09

Scene 148 Panel 3



Slugging
0.09

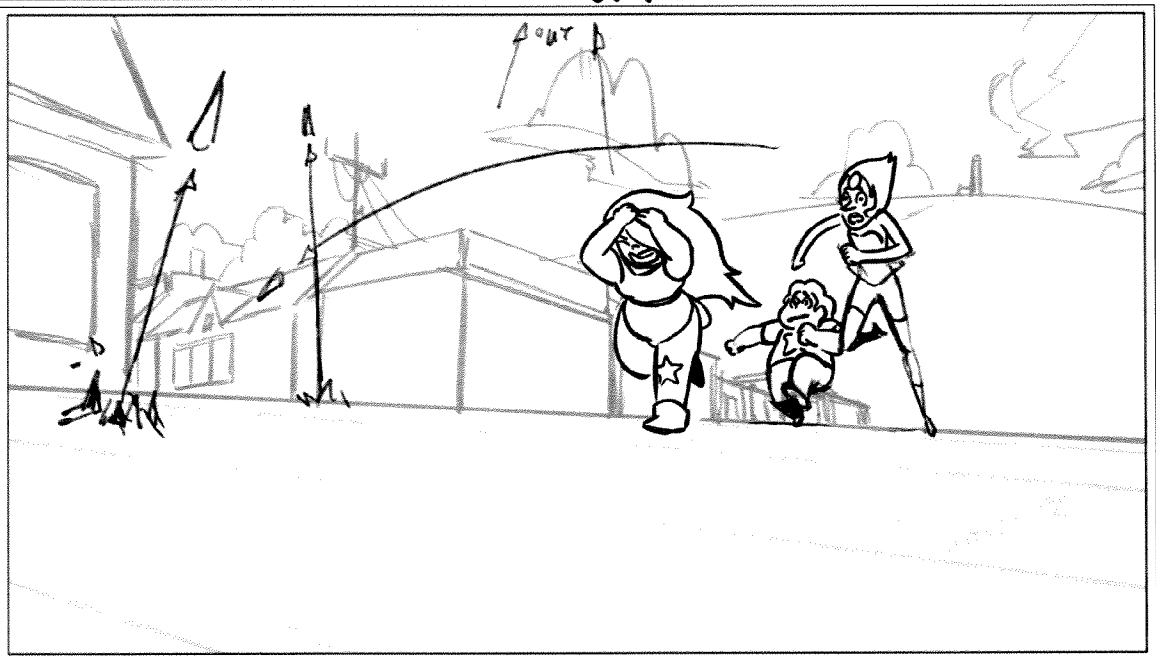
JUN 17 2013

1020.009

1020.009

1020.009

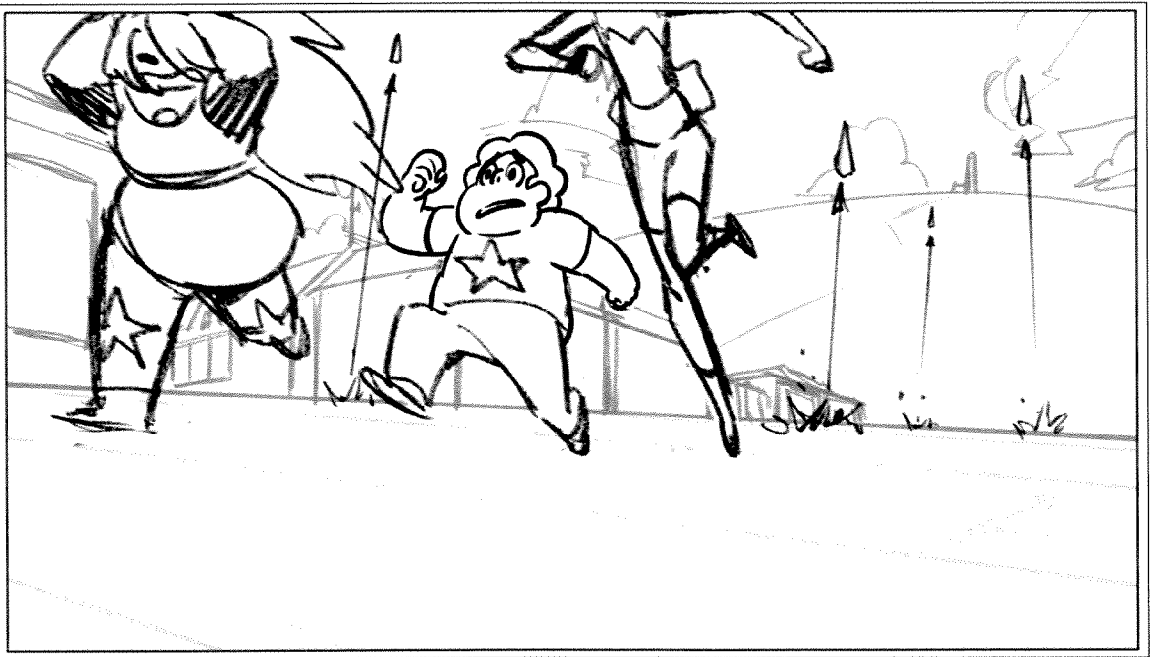
Scene 148 Panel 4



Dialog
PEARL: WE DON'T KNOW WHERE SHE IS!

Slugging
0.09

Scene 148 Panel 5



Slugging
0.09

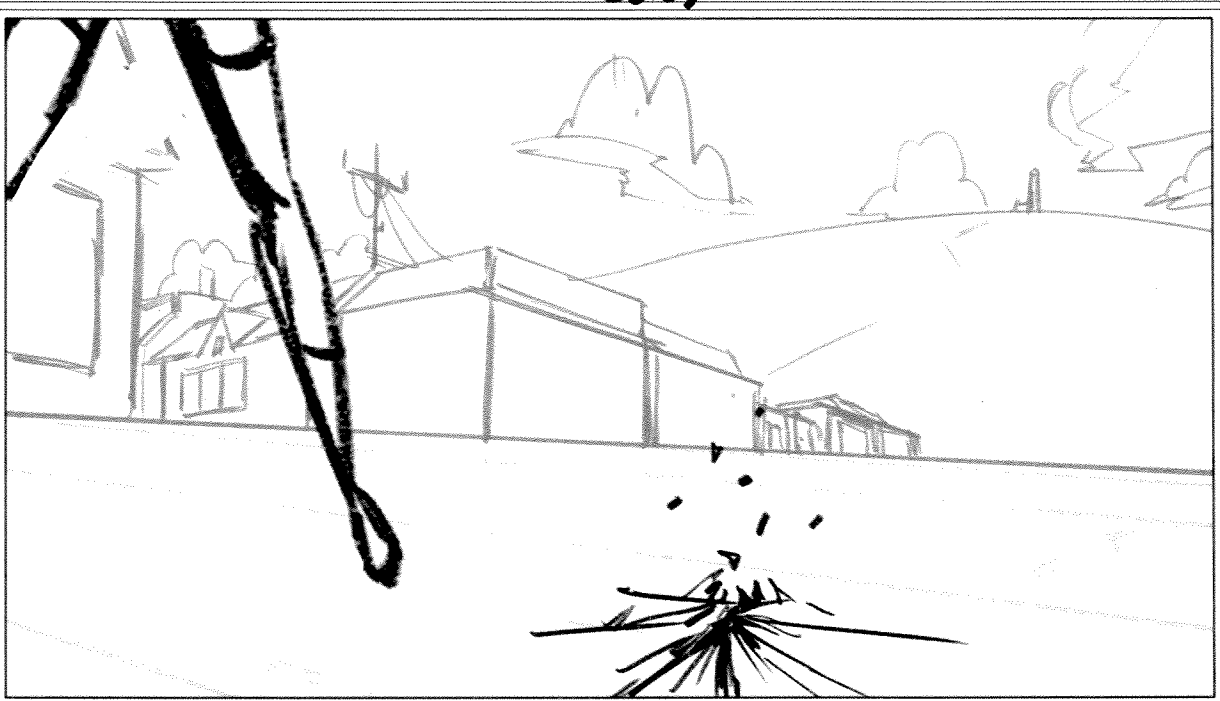
JUN 17 2013

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1020-009

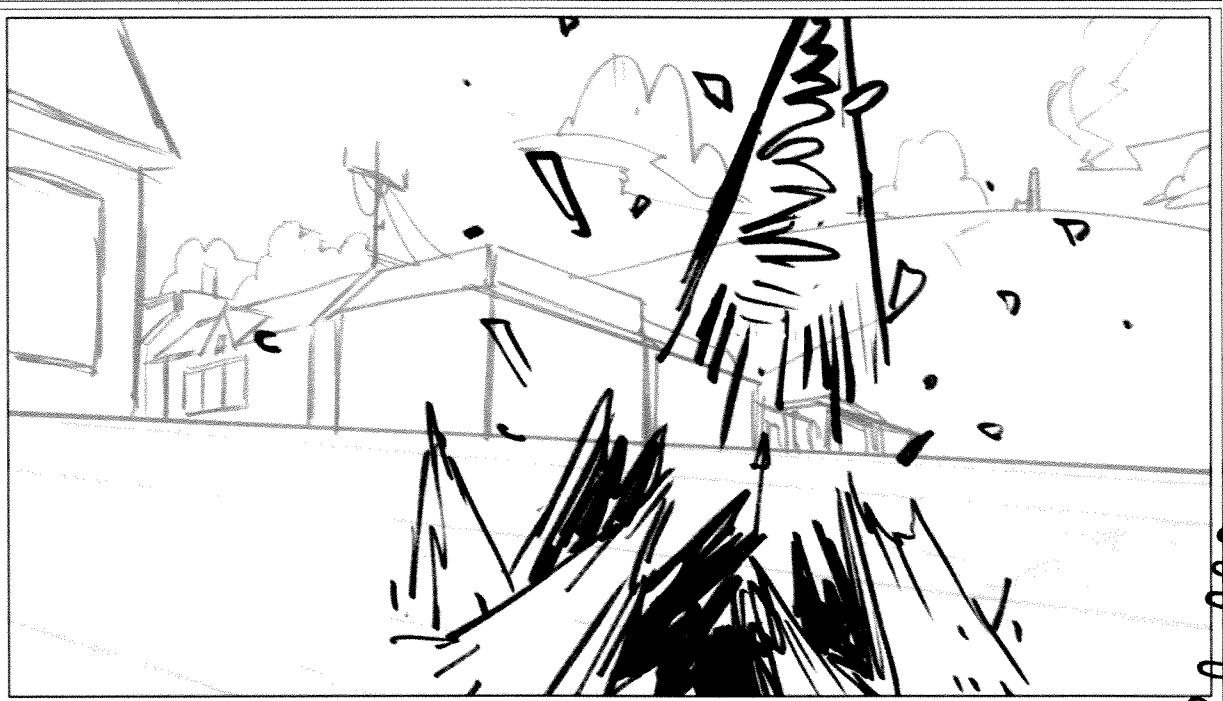
1020-009

Scene 148 Panel 6



Slugging
0.09

Scene 148 Panel 7

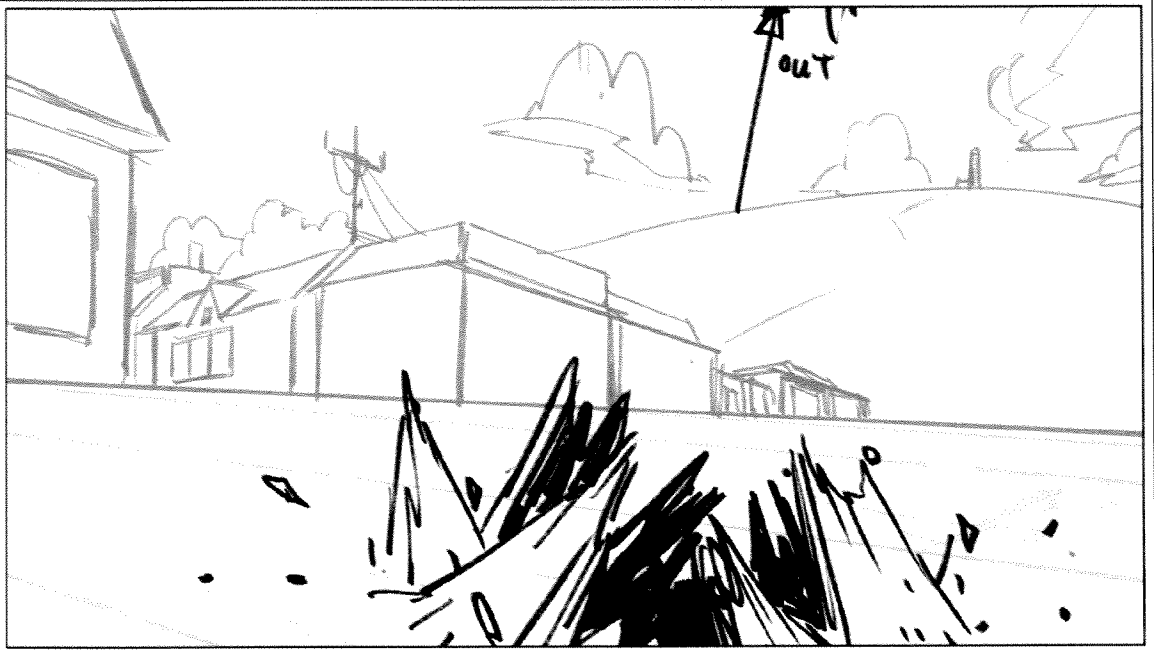


Action Notes
Spike shoots up in the foreground

Slugging
0.09

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Scene	Panel
148	CONT 8



Slugging
0.09

Scene	Panel
149	1



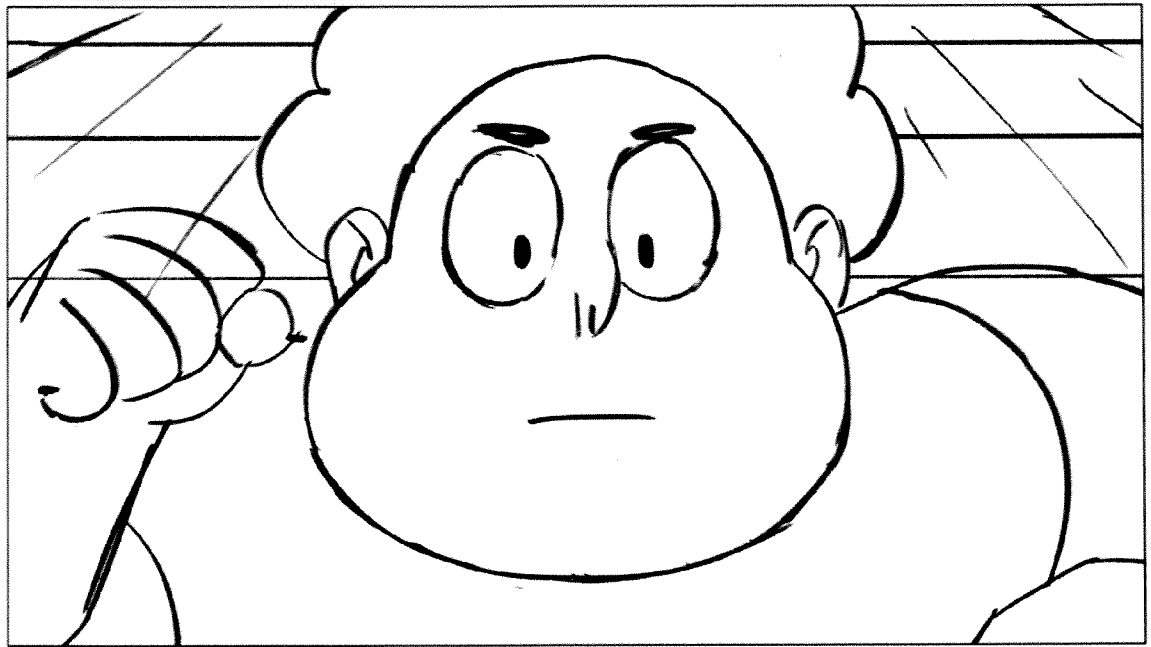
Slugging
0.05

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1020-009

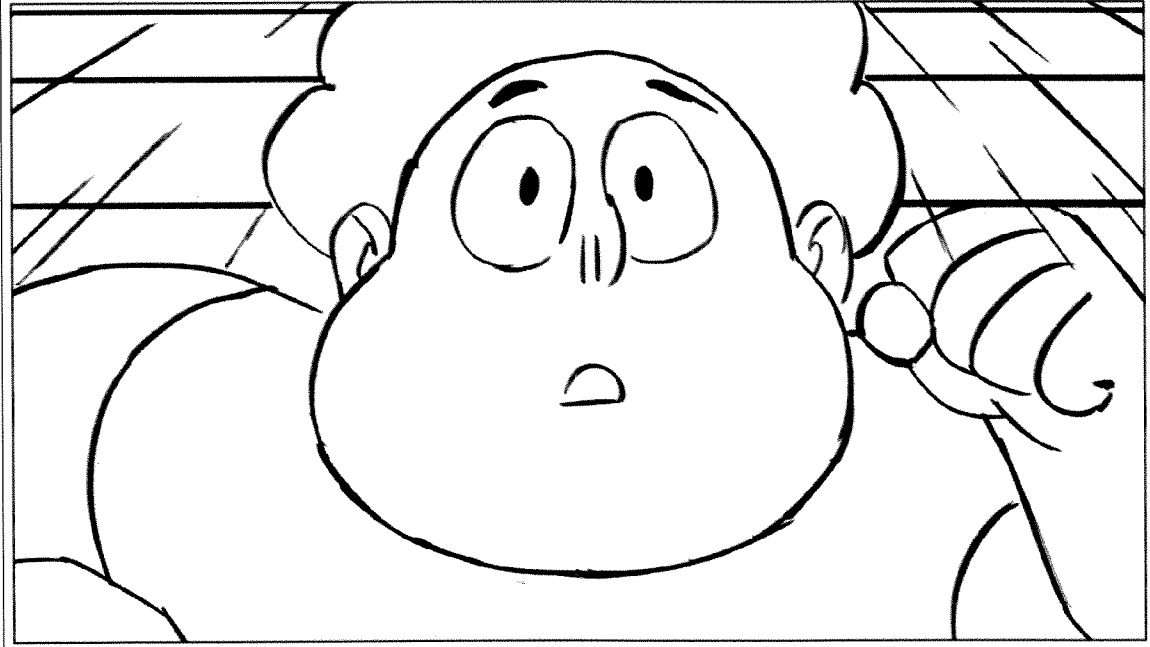
1020-009

Scene 149 *cont* Panel 2



Slugging
0.05

Scene 149 *cont* Panel 3



Slugging
0.05

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1020-009

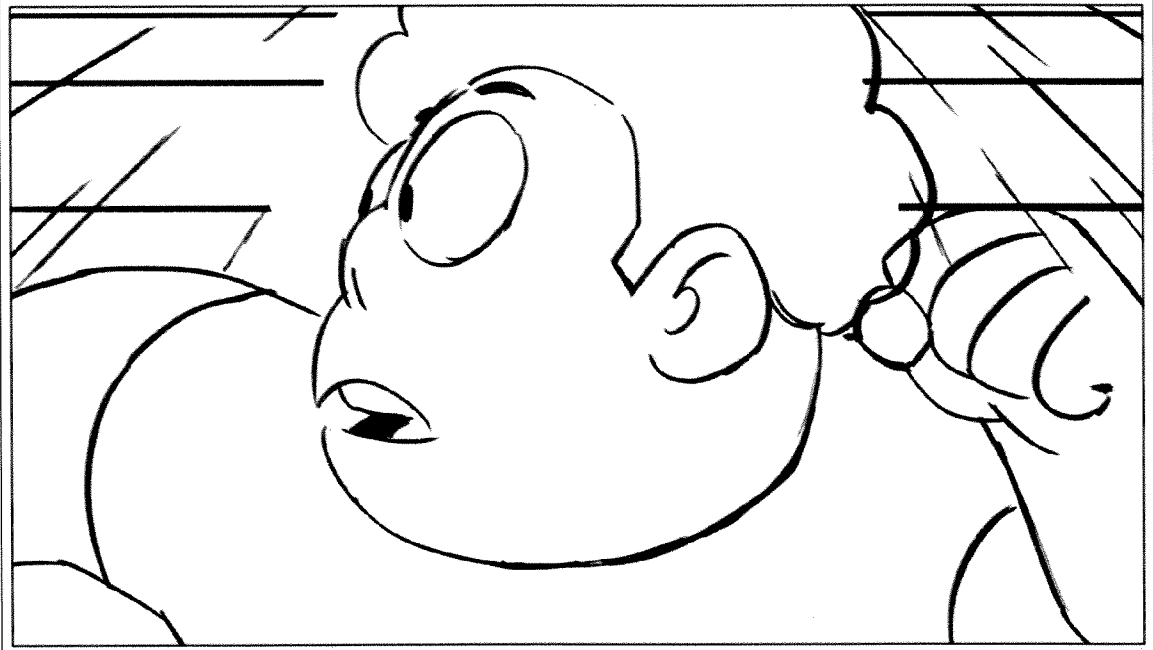
1020-009

Scene	Panel
149	cont
	4



Slugging
0.05

Scene	Panel
149	cont
	5



Slugging
0.05

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1020-009

1020-009

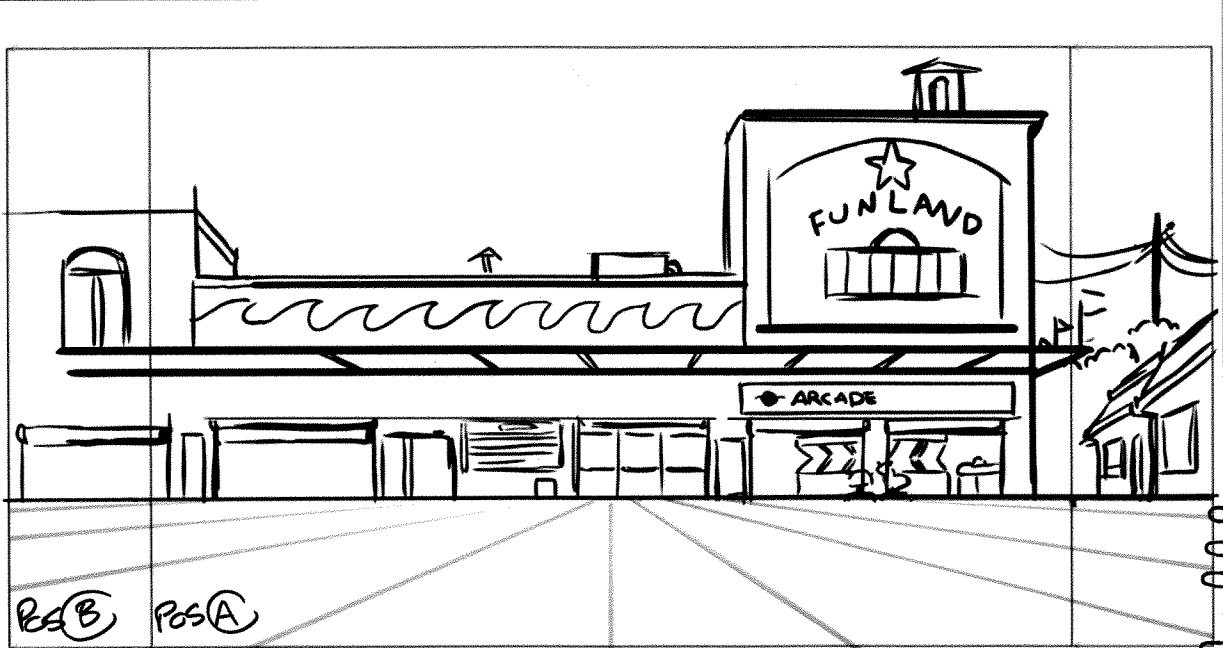
1020-009

Scene	Panel
149	6



Slugging
0.05

Scene	Panel
150	1



Dialog
"MEAT BEAT MANIA"

Slugging
ADJ: 2.04

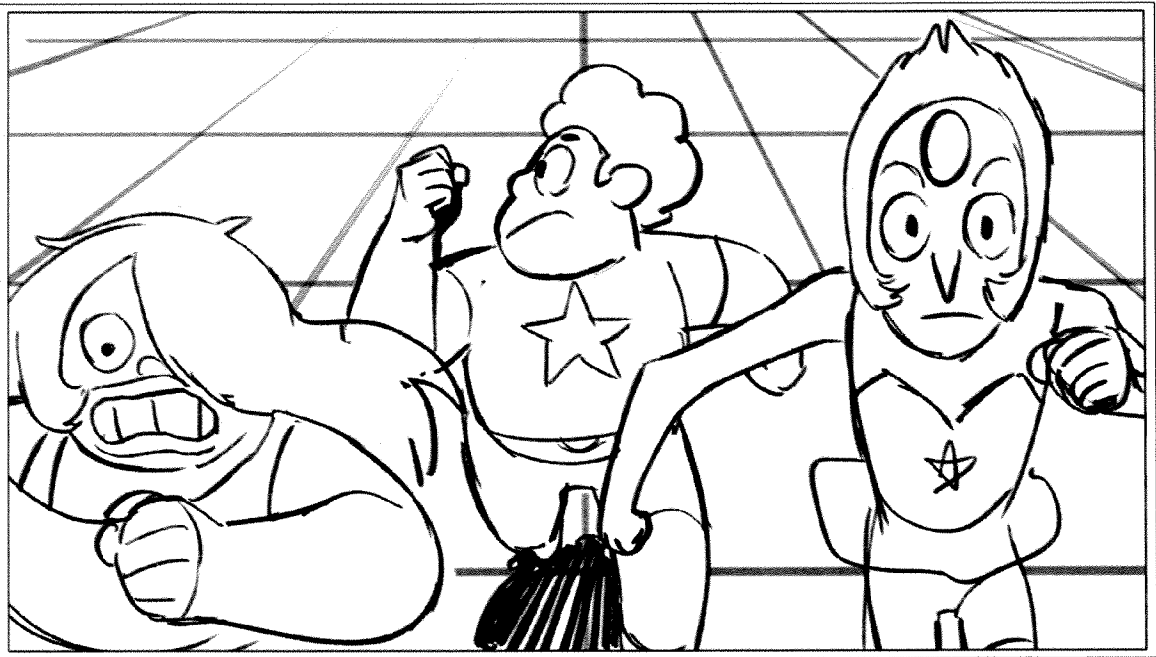
JUN 17 2013

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1020.009

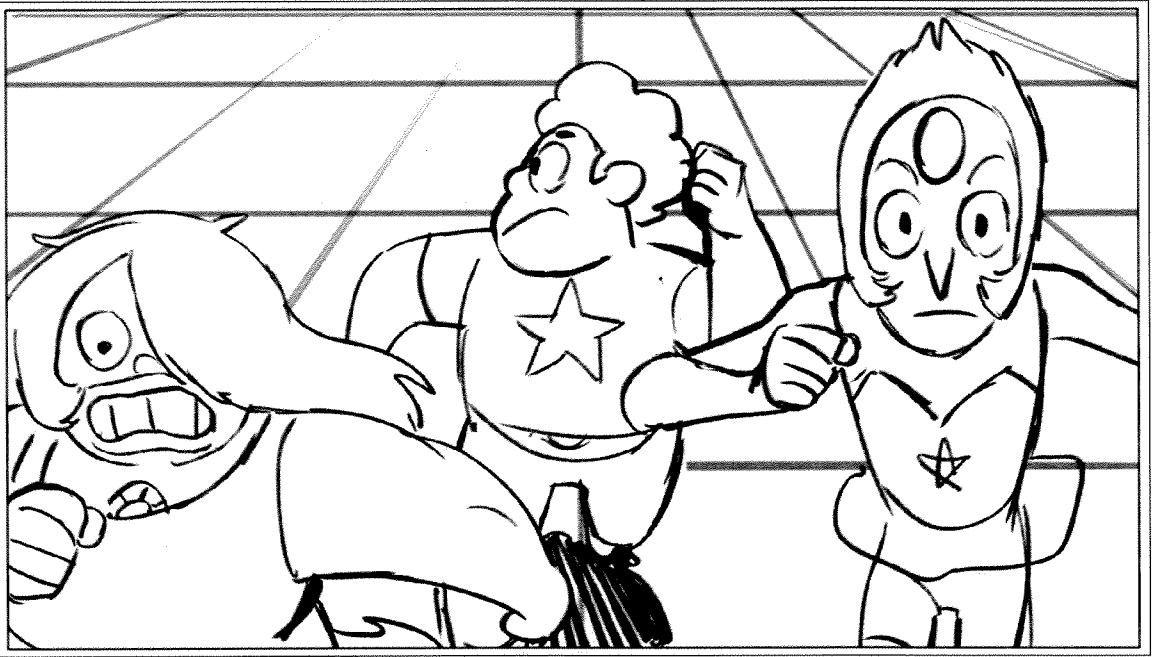
1020.009

Scene 151 Panel 1



Slugging
0.05

Scene 151 *cont* Panel 2



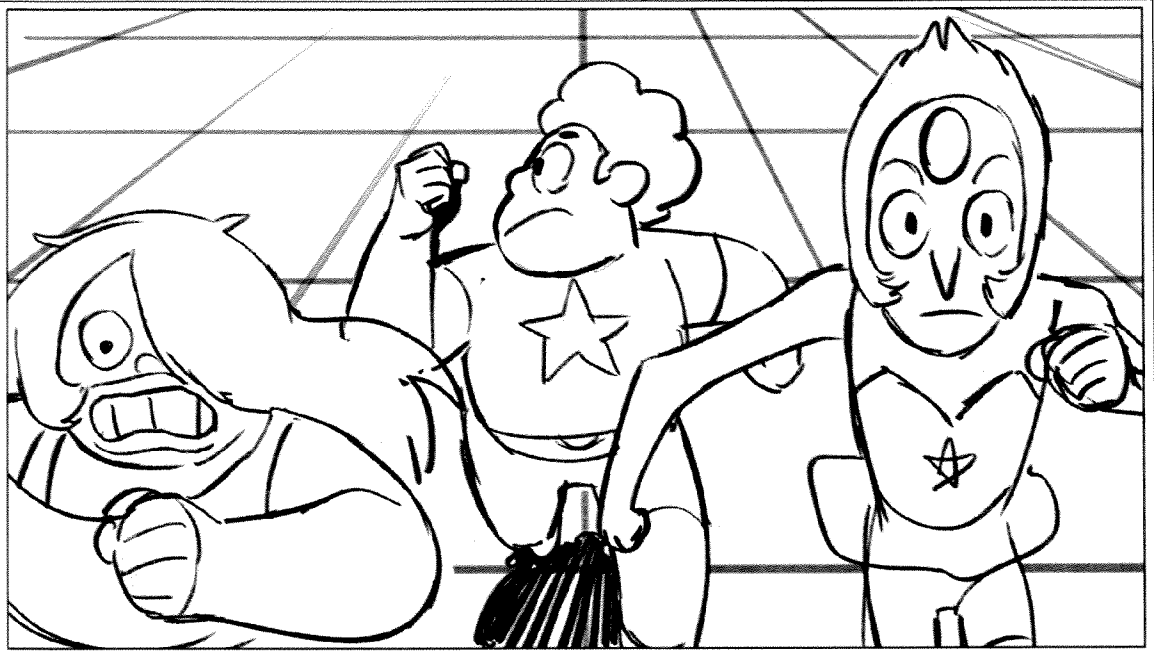
Slugging
0.05

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1020.009

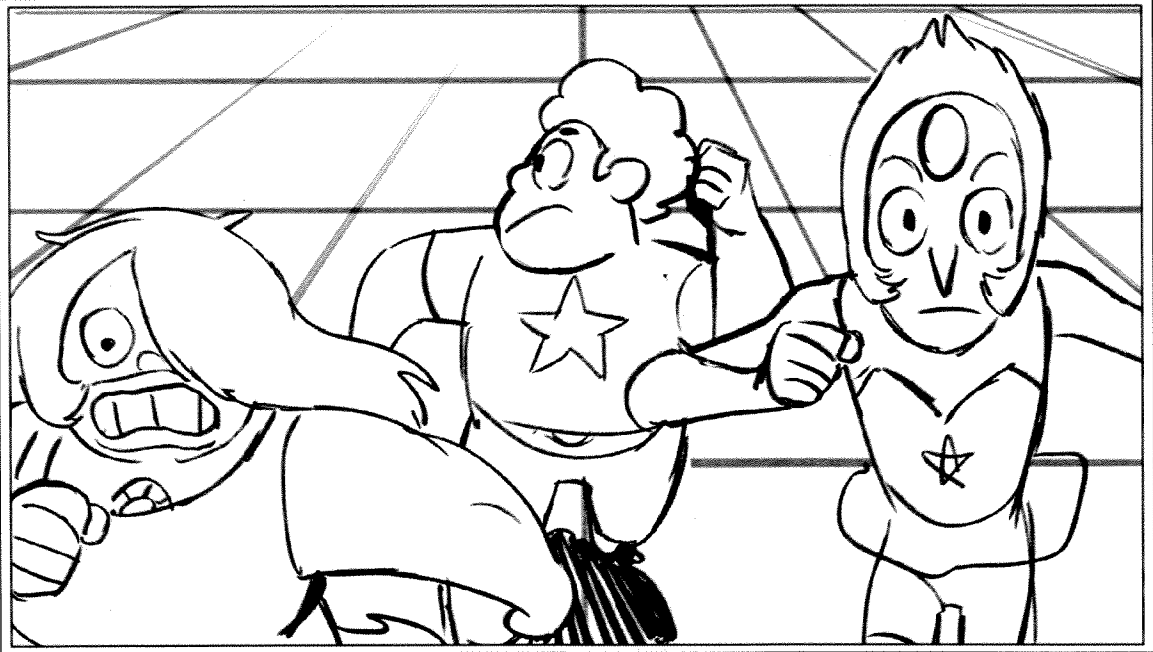
1020.009

Scene 151 Panel 3
cont



Slugging
0.05

Scene 151 Panel 4
cont



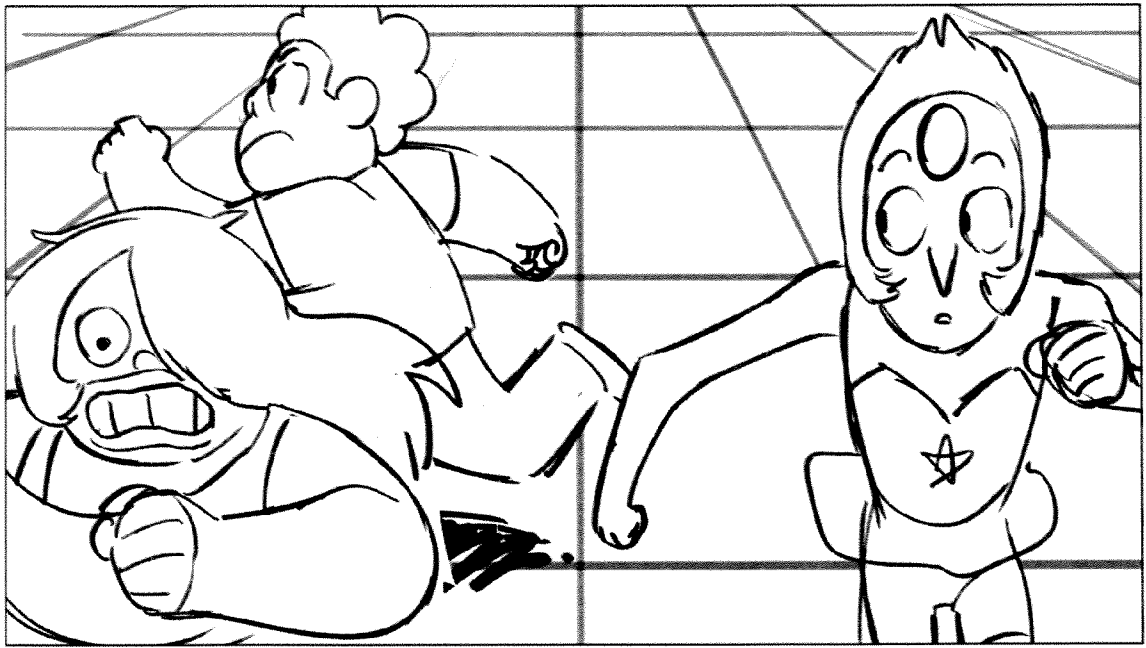
Slugging
0.05

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1020-009

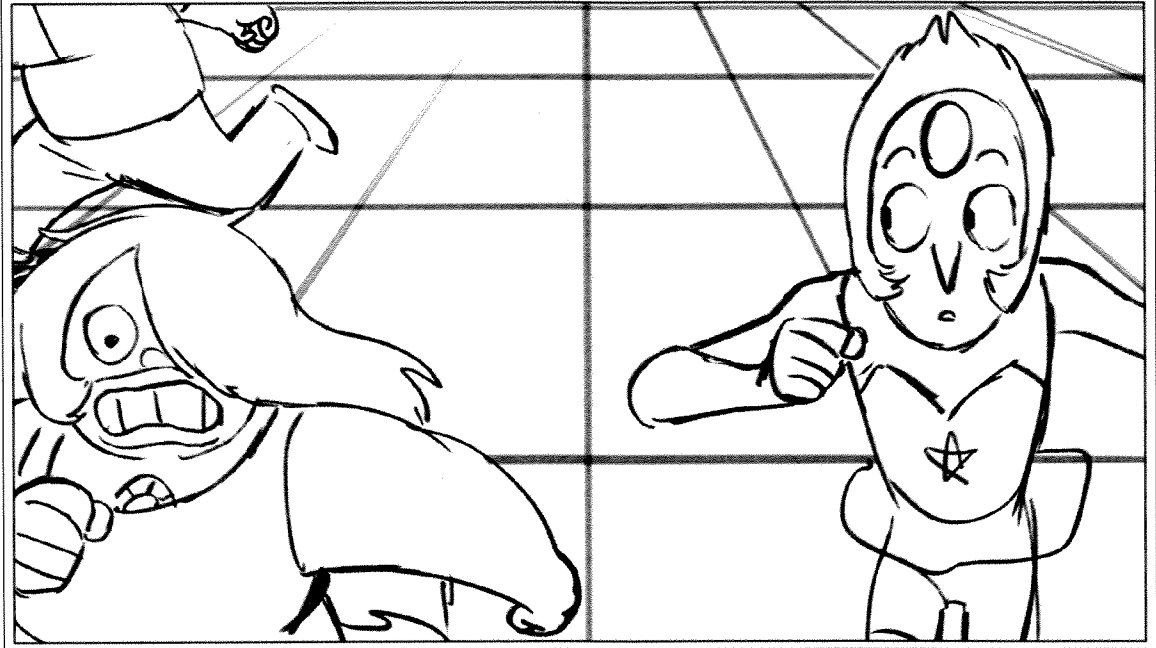
Scene	Panel
151	cont 5



Action Notes
Steven starts running (camera) left

Slugging
0.05

Scene	Panel
151	cont 6



Action Notes
Steven runs out of frame

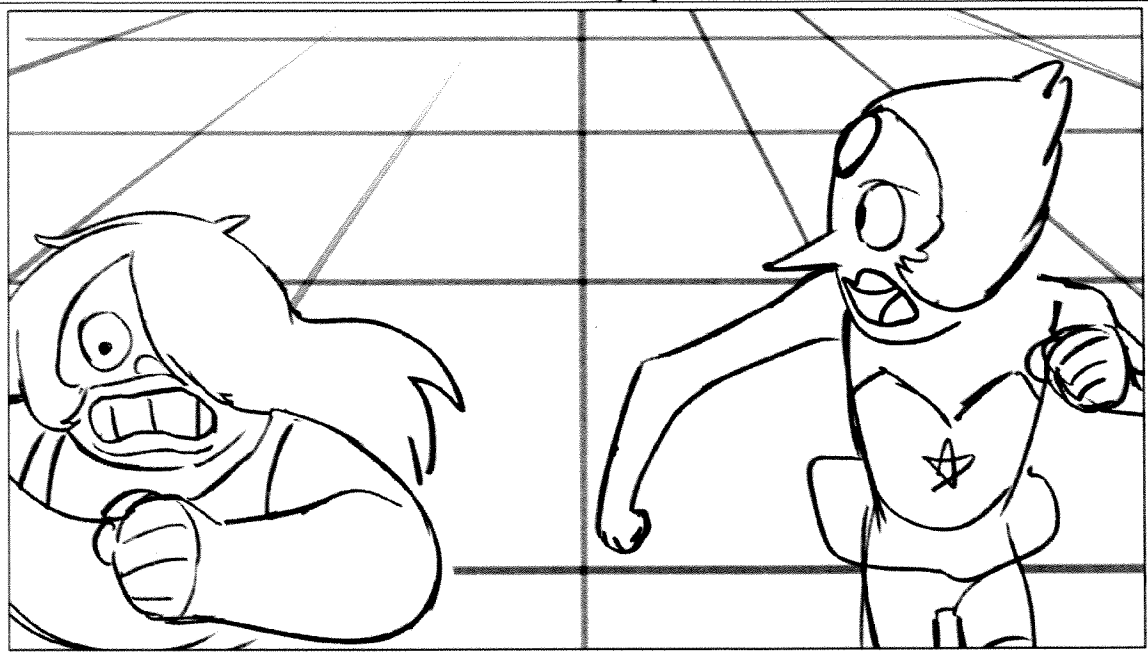
Slugging
0.05

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1020.009

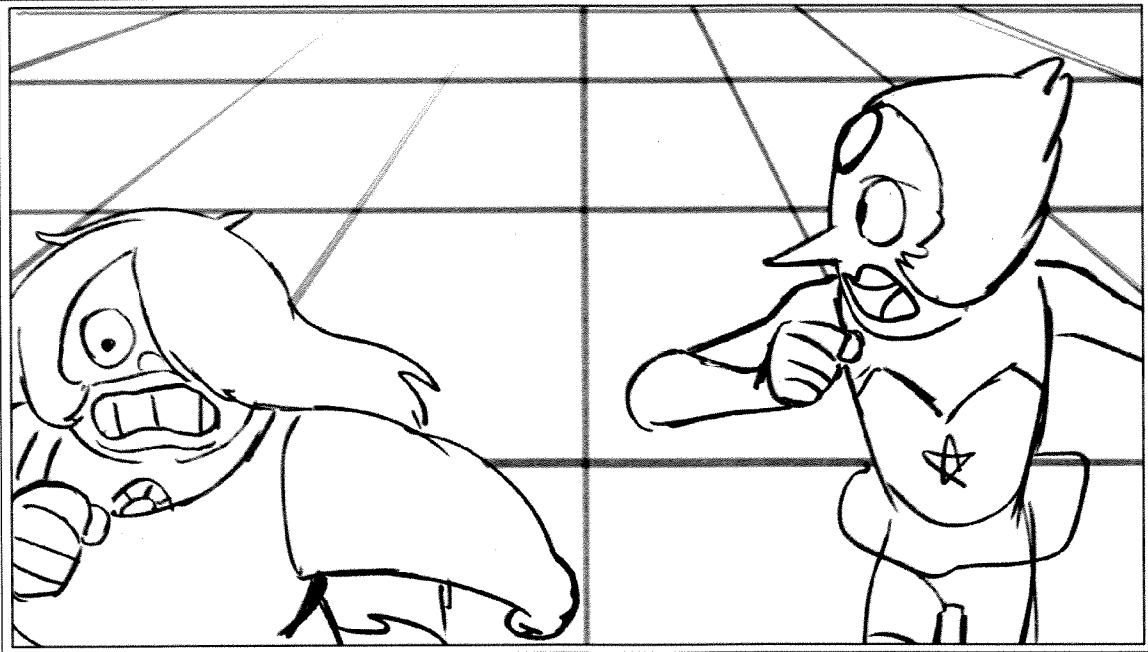
Scene 151 Panel 7



Dialog
PEARL: STEVEN, WHERE ARE YOU GOING?

Slugging
0.05

Scene 151 Panel 8



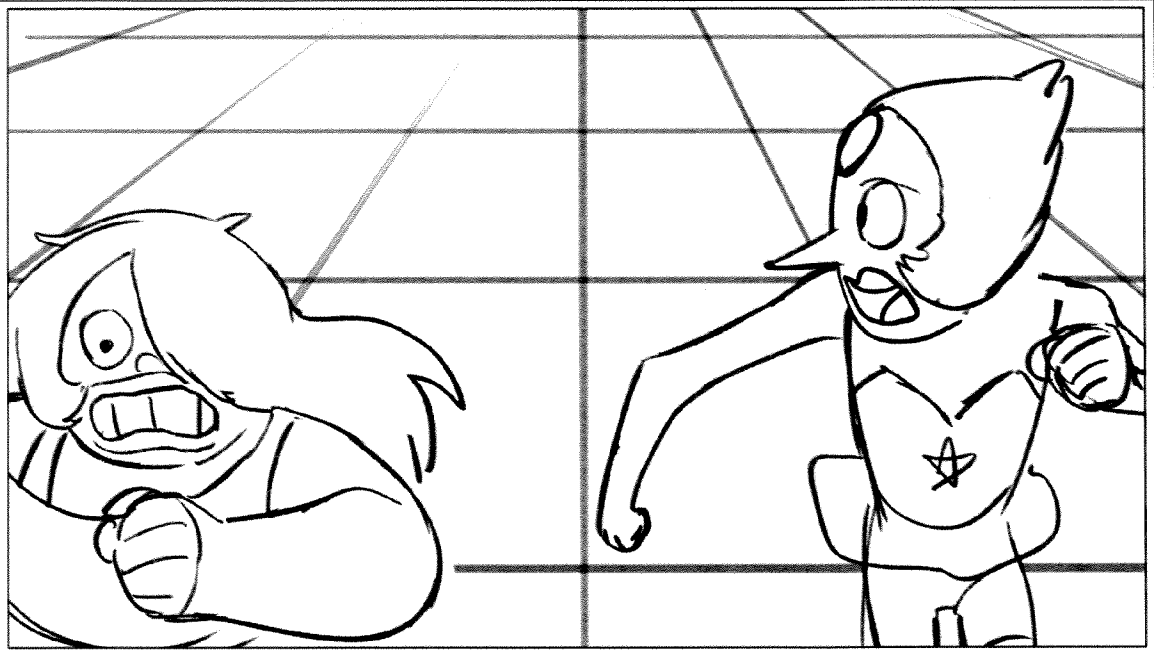
Slugging
0.05

JUN 17 2013

1020-009

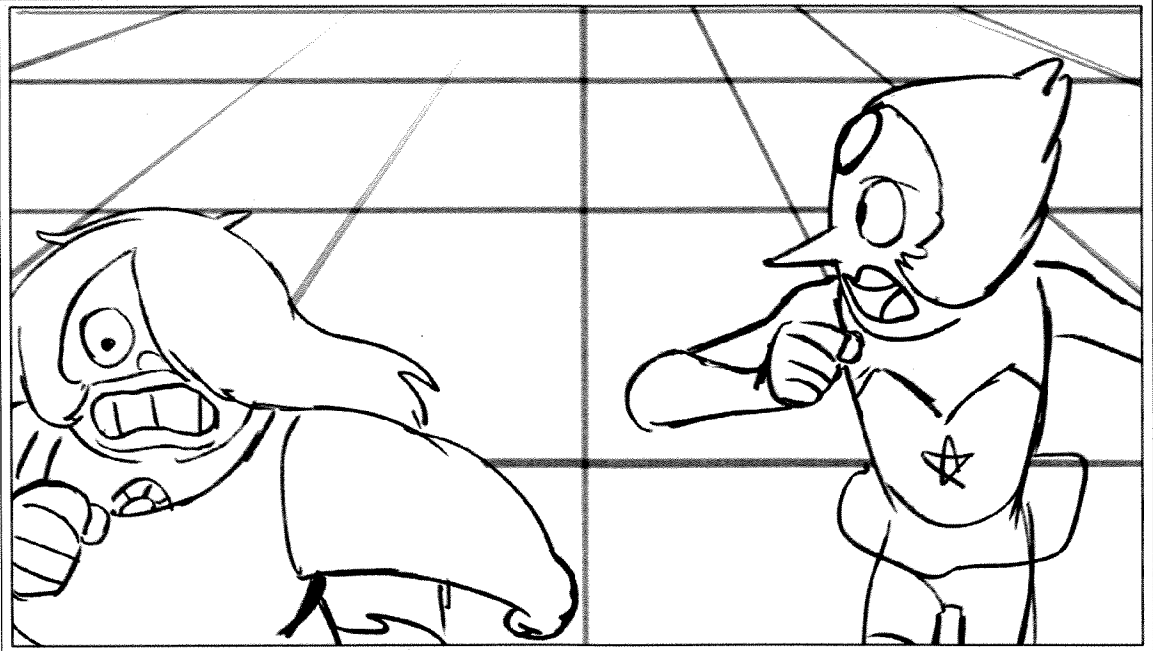
1020-009

Scene	Panel
151	CONT
	9



Slugging
0.05

Scene	Panel
151	CONT
	10



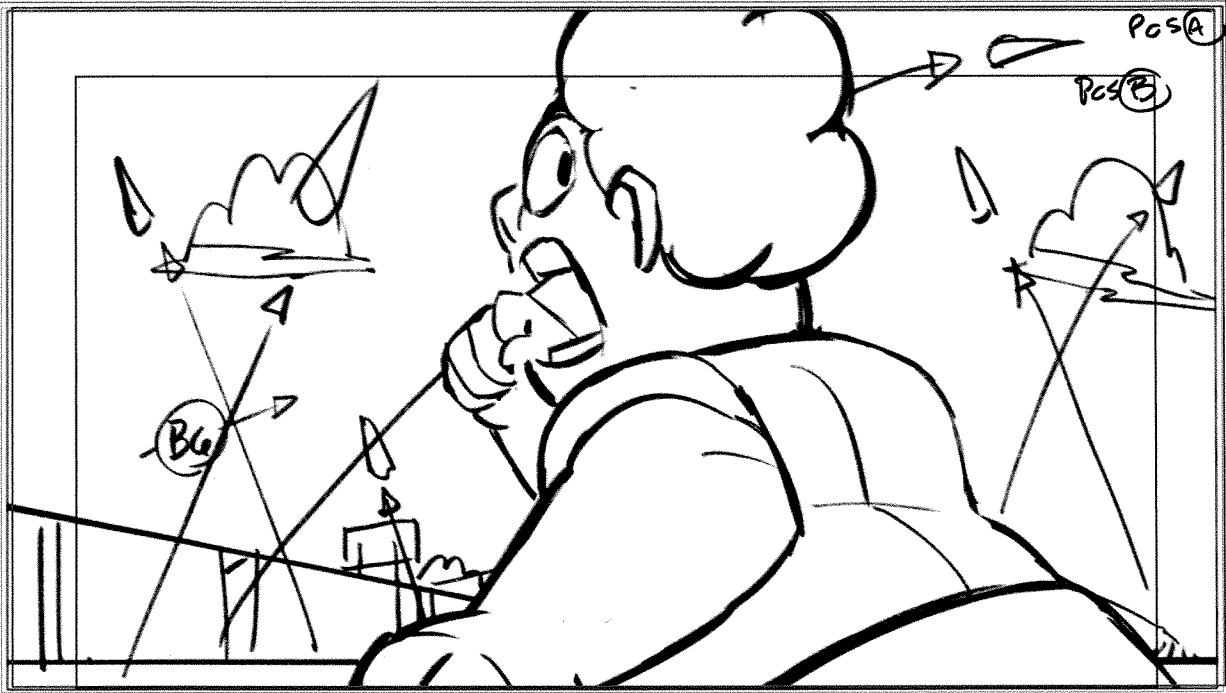
Slugging
0.05

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1020-009

1020-009

Scene152Panel1

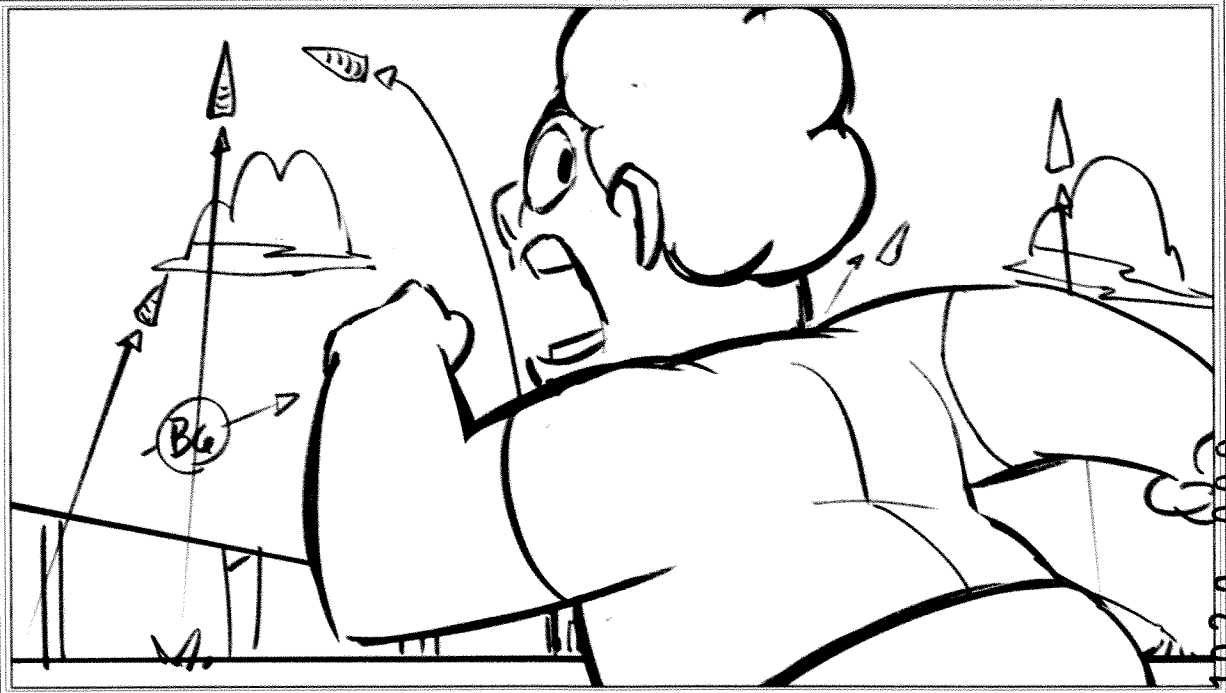


DialogSTEVEN: TO THE ARCADE!

Action Notesspike shooting up and flying by in the background

Slugging0.05

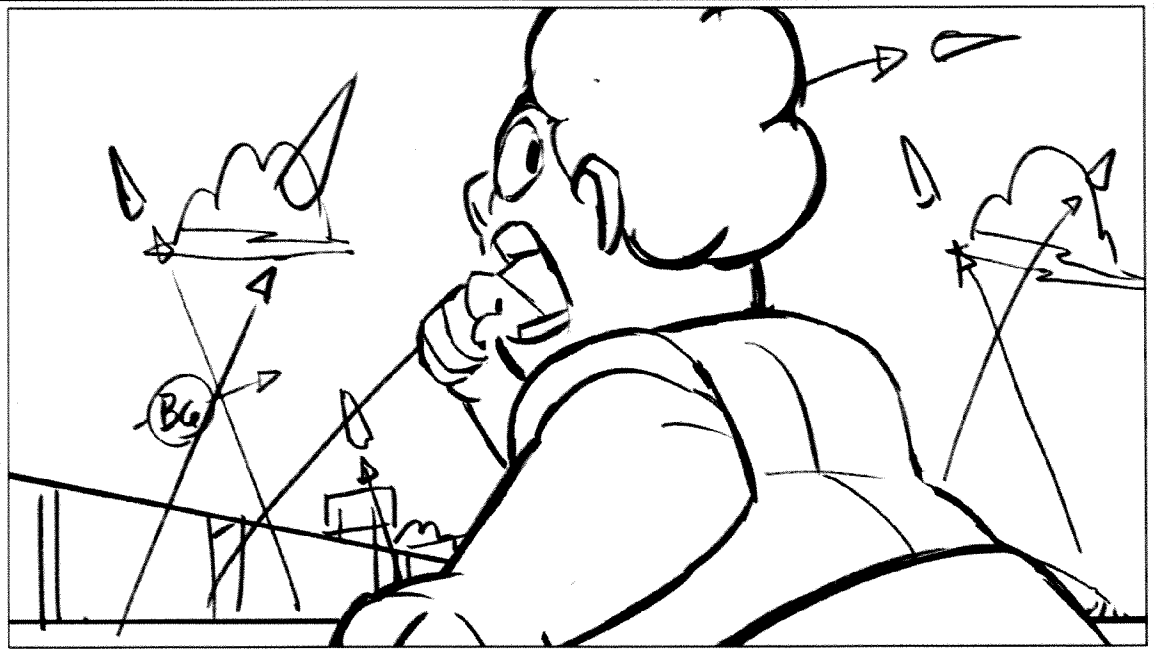
Scene152Panel2



Slugging0.05

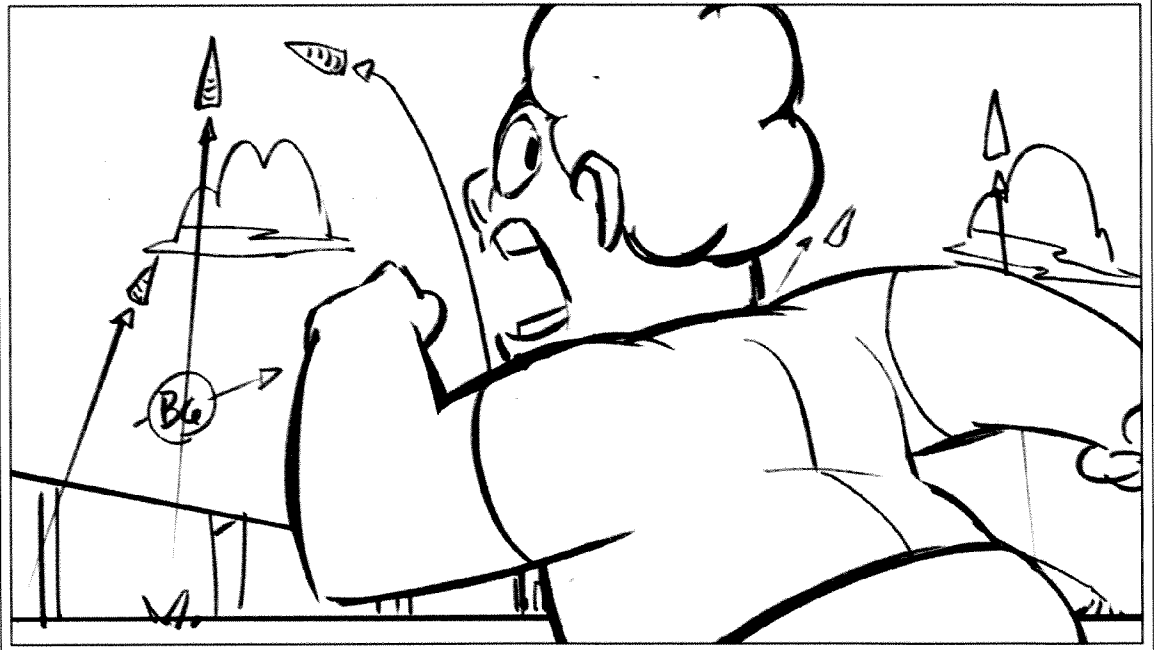
JUN 17 2013

Scene 152 Panel 3



Slugging
0.05

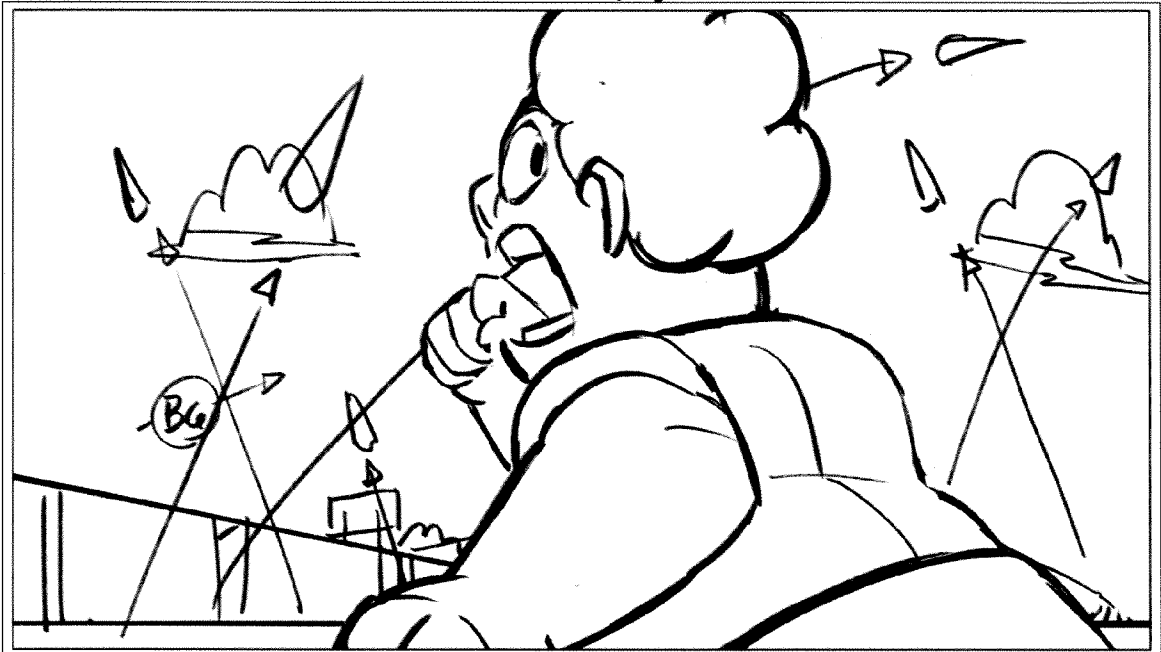
Scene 152 Panel 4



Slugging
0.05

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Scene	Panel
152	CONT
	5



Slugging
0.05

Scene	Panel
152	CONT
	6



Slugging
0.05

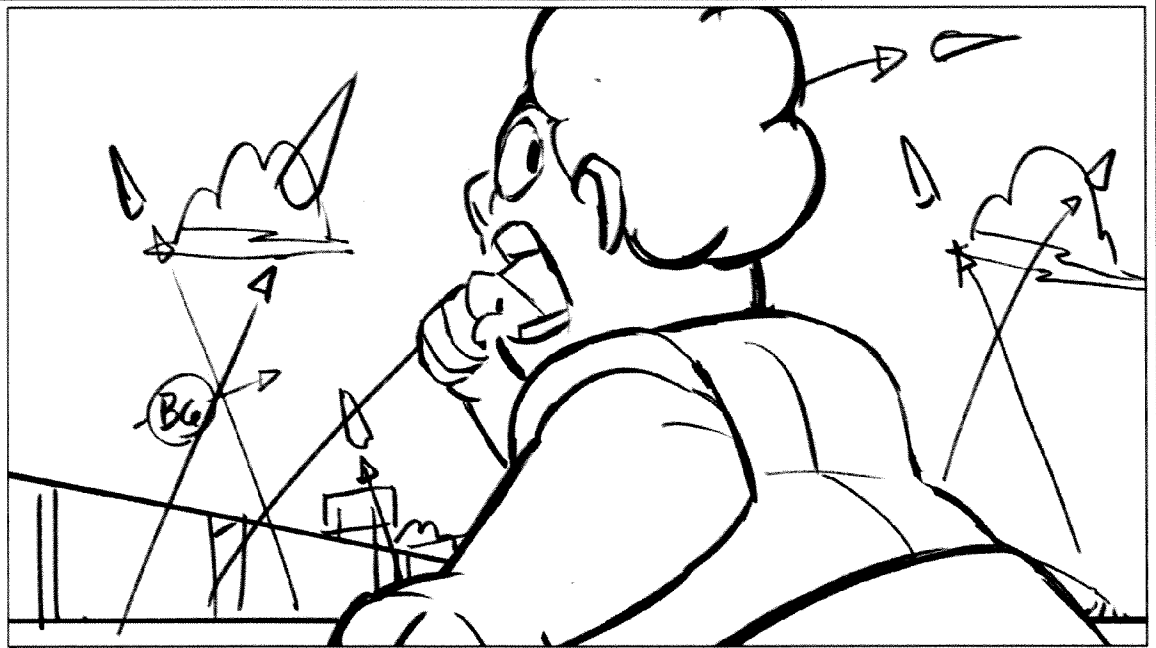
JUN 17 2013

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1020-009

1020-009

Scene 152 Panel 7



Slugging
0.05

Scene 152 Panel 8



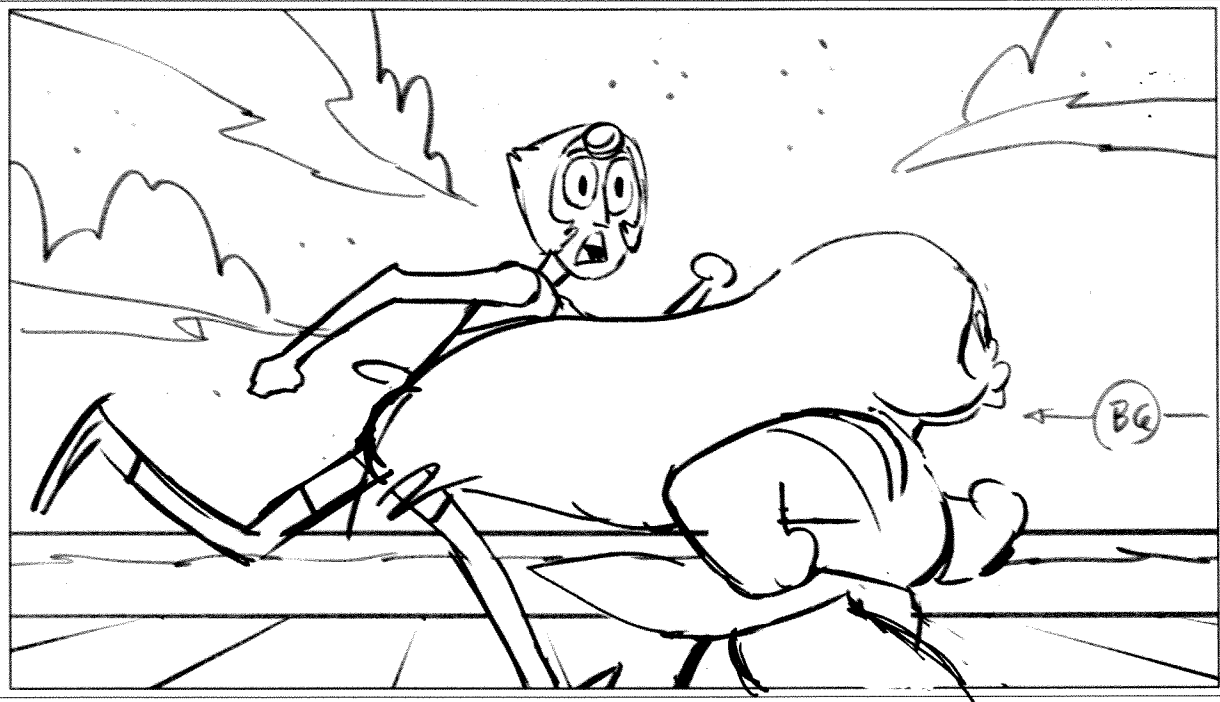
Slugging
0.05

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1020-009

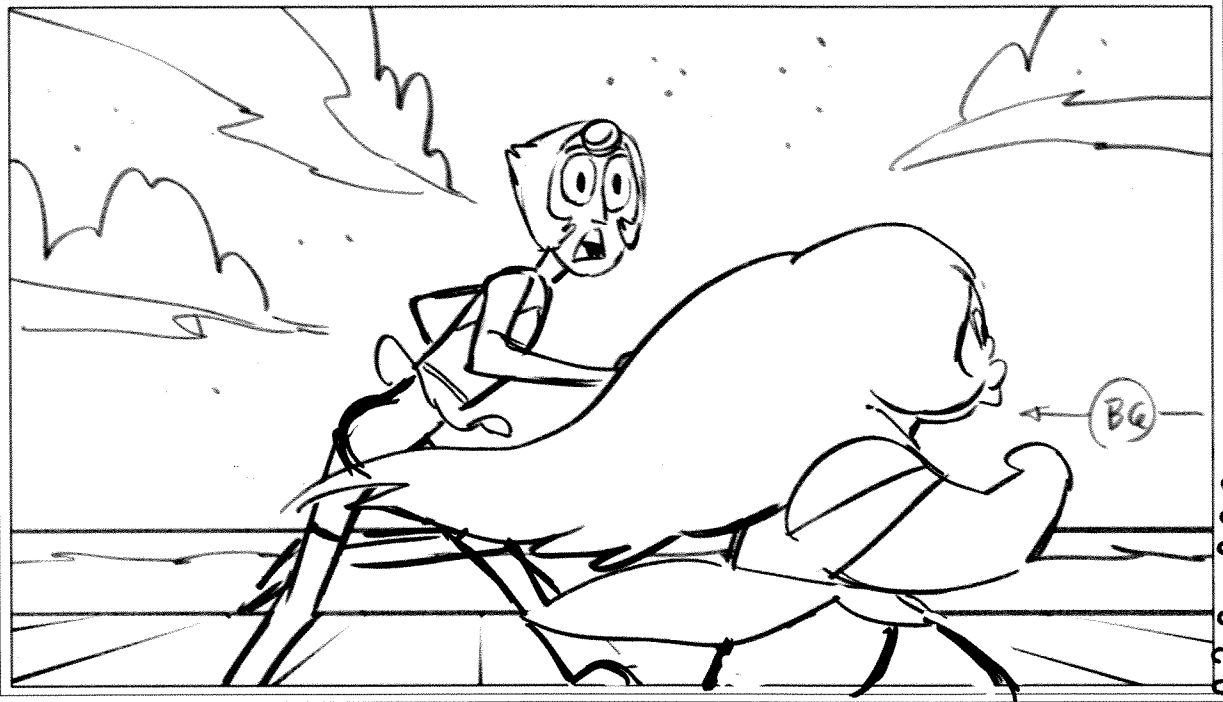
600-0201

Scene	Panel
153	1



Slugging
0.05

Scene	Panel
153	2



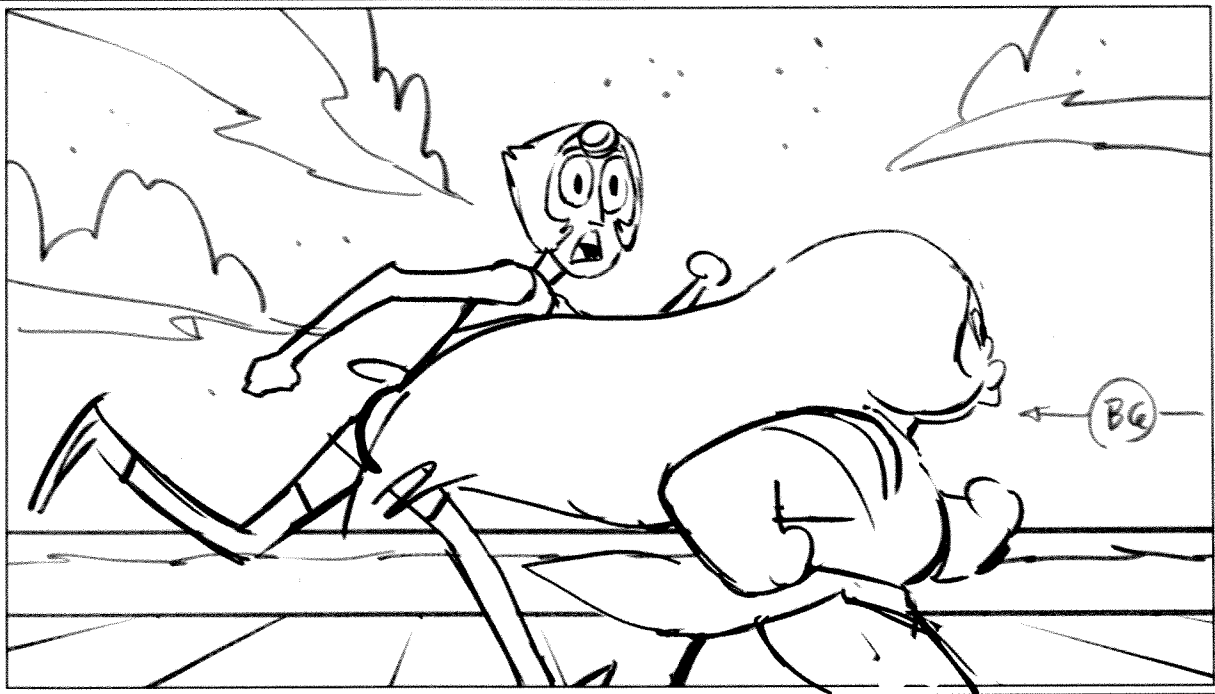
Slugging
0.05

JUN 17 2013

1020-009

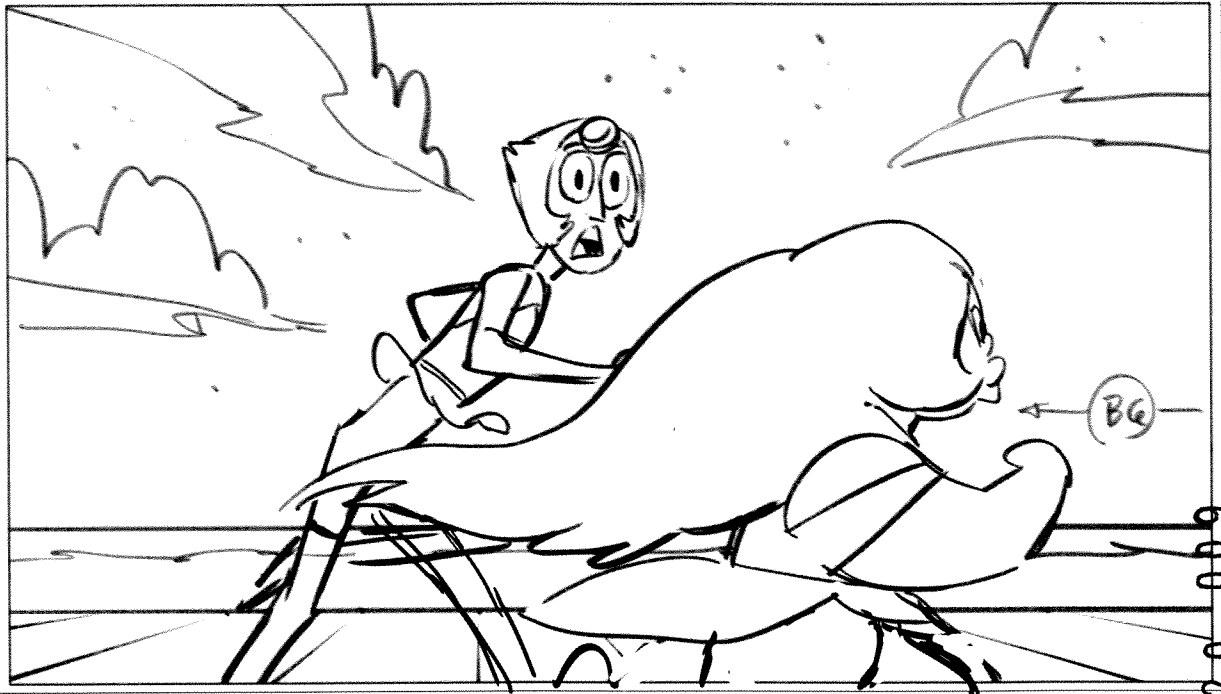
1020-009

Scene 153 Panel 3
CONT



Slugging
0.05

Scene 153 Panel 4
CONT



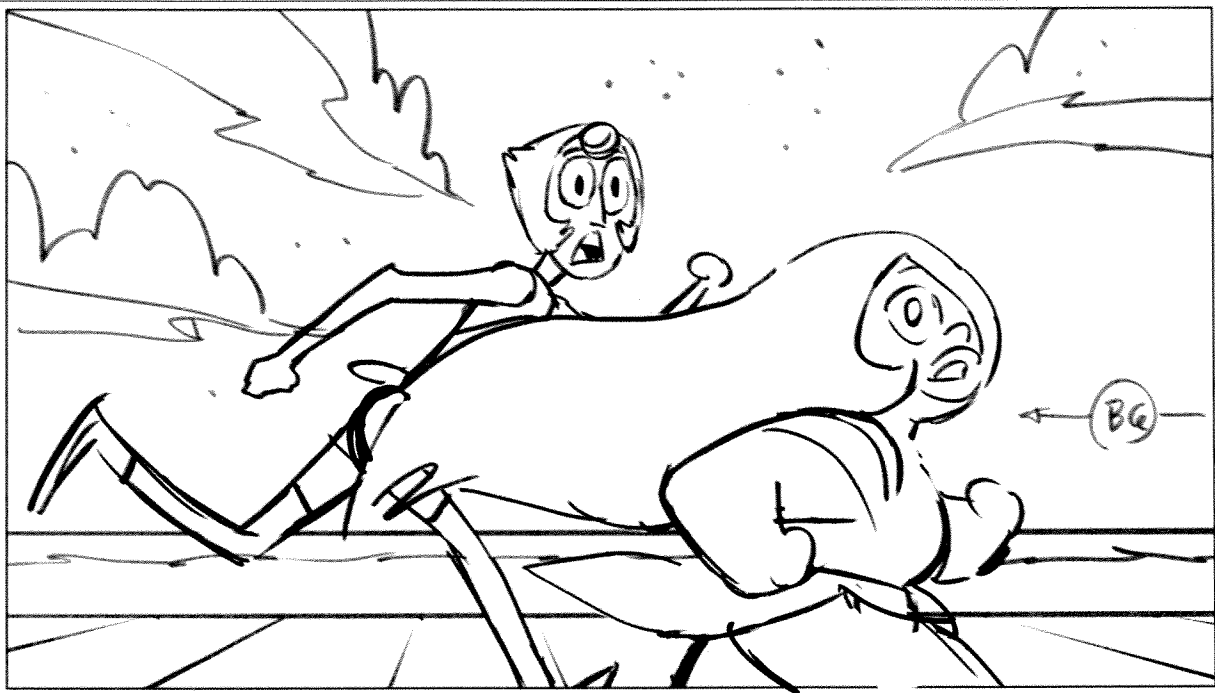
Slugging
0.05

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1020.009

1020.009

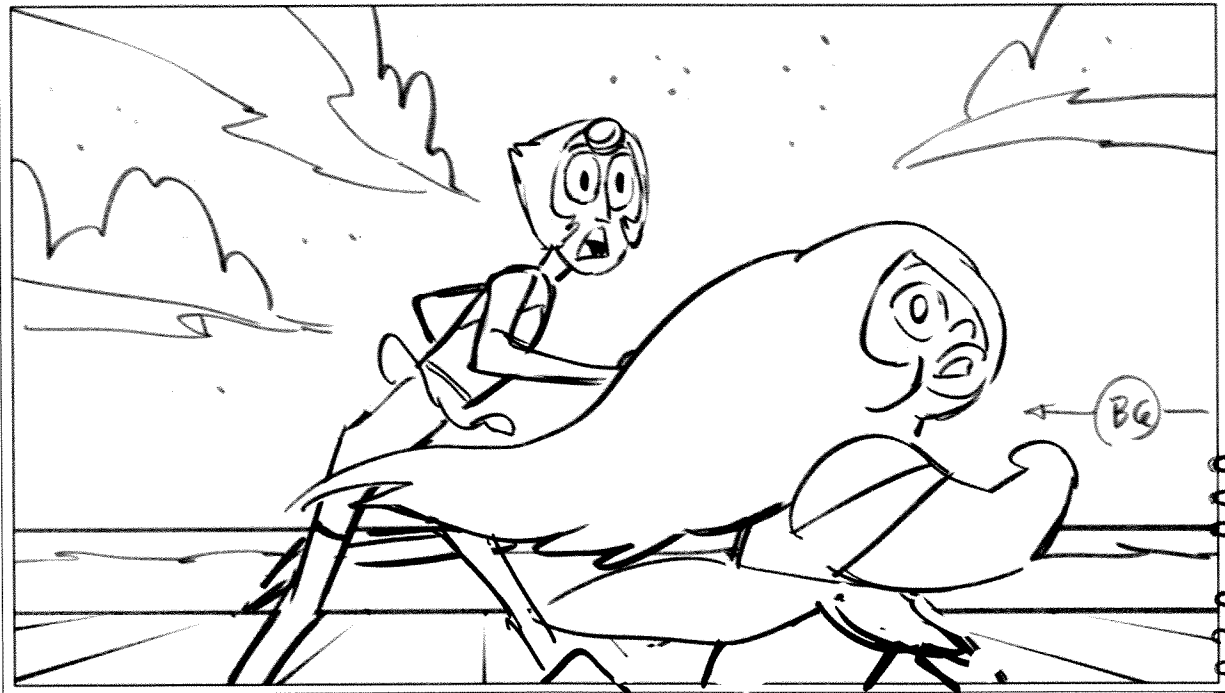
Scene 153 Panel 5



Dialog
PEARL: WHAT?!

Slugging
0.05

Scene 153 Panel 6



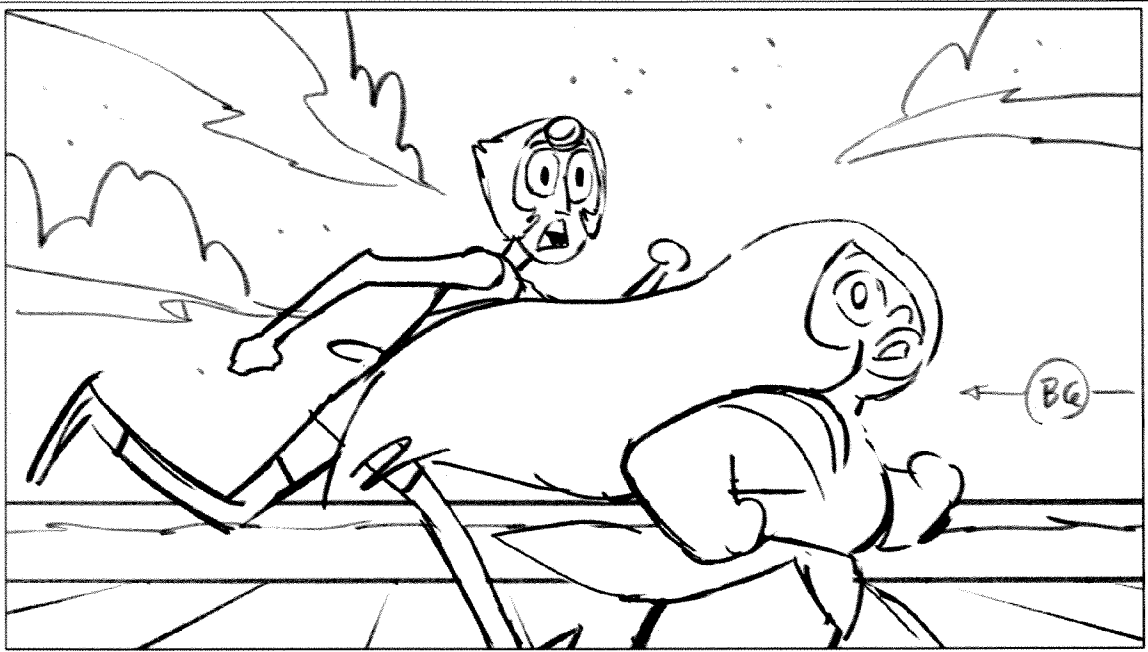
Slugging
0.05

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1020.009

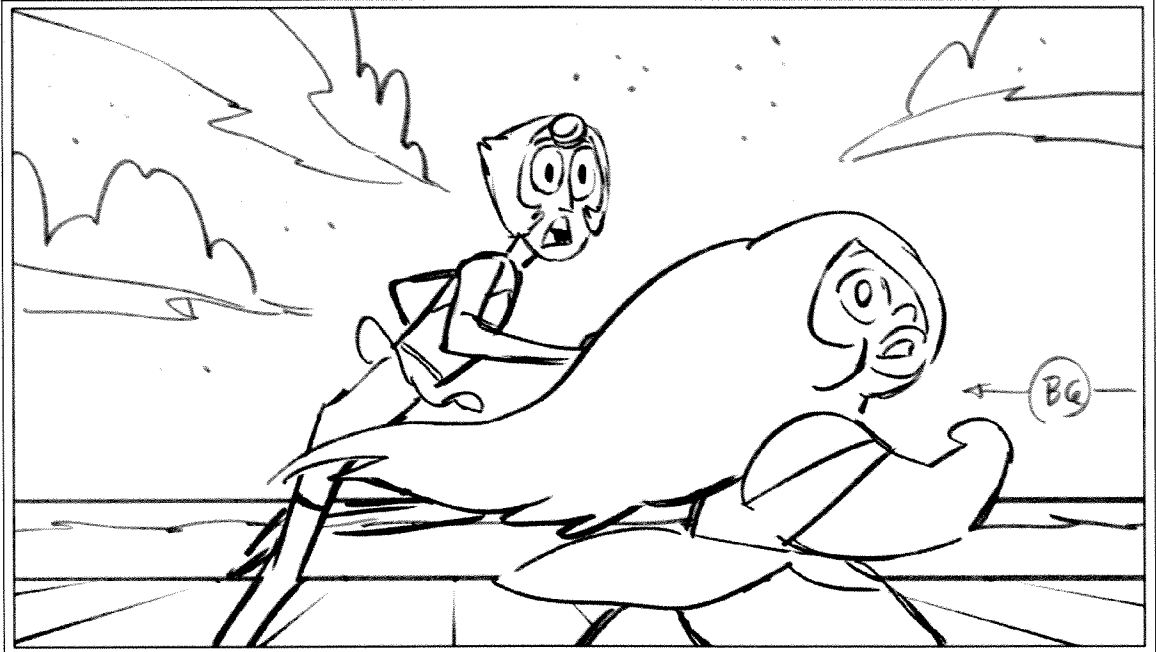
1020.009

Scene 153 Panel 7
cont



Slugging
0.05

Scene 153 Panel 8
cont



Slugging
0.05

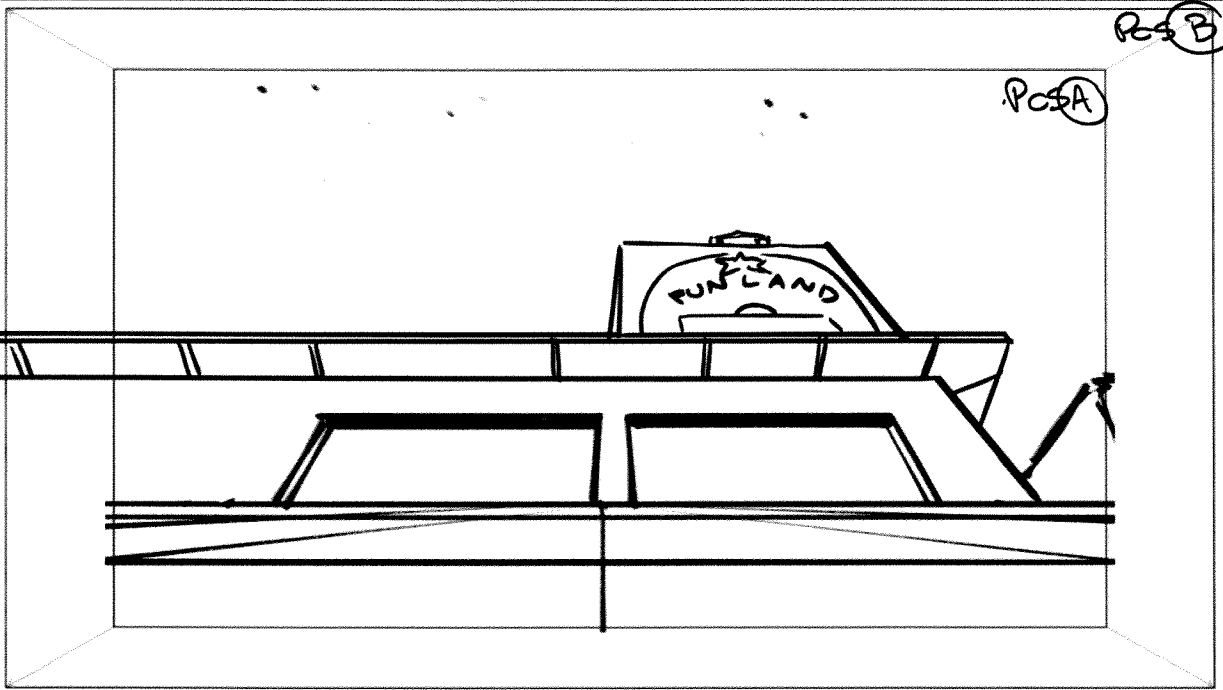
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1020-009

1020-009

Scene 154 Panel 1



Slugging

ADJ: 0.05

ADJ from panel 1 through 7.

Scene 154 Panel 2



Action Notes

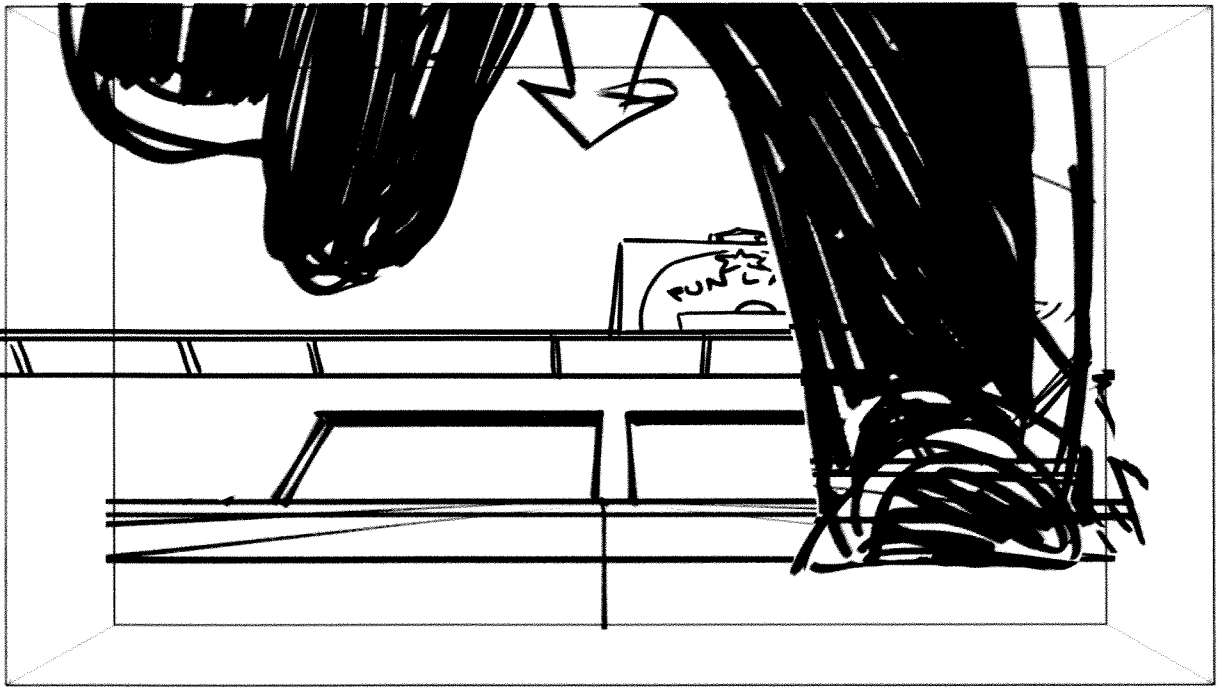
Spikes shoot out of the boardwalk

Slugging

ADJ: 0.05

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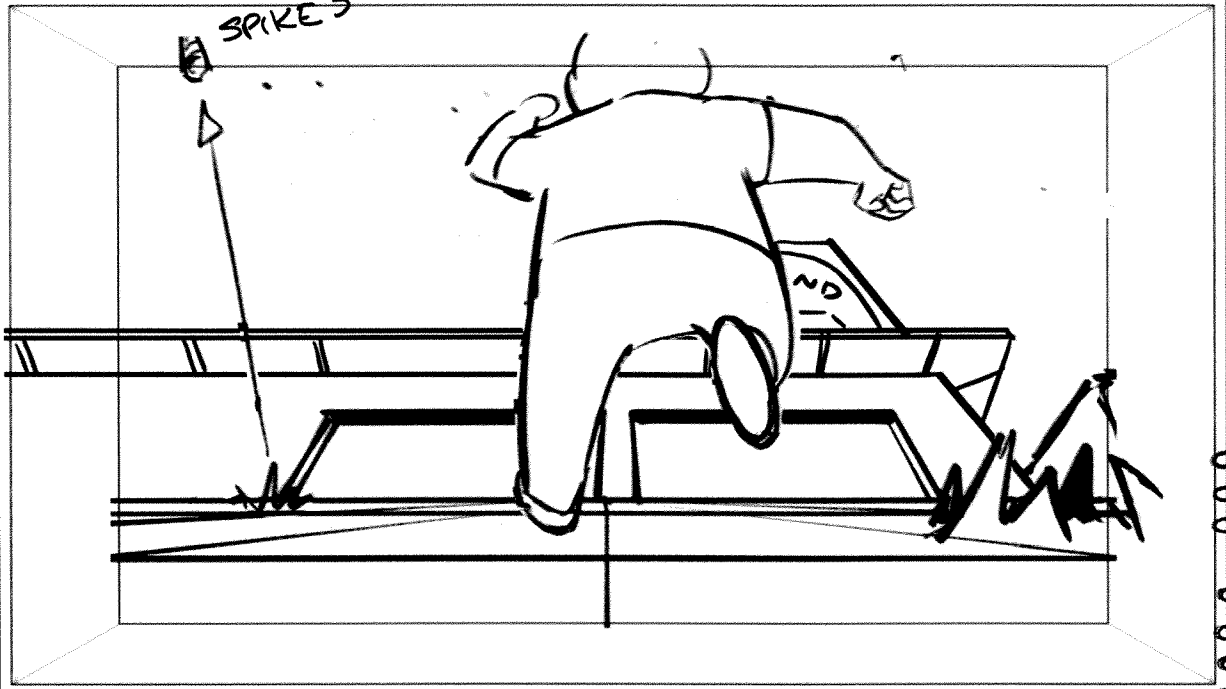
Scene 154 Panel 3



Action Notes
Steven runs into frame

Slugging
ADJ: 0.05

Scene 154 Panel 4



Action Notes
Spikes flying by in the air

Slugging
ADJ: 0.05

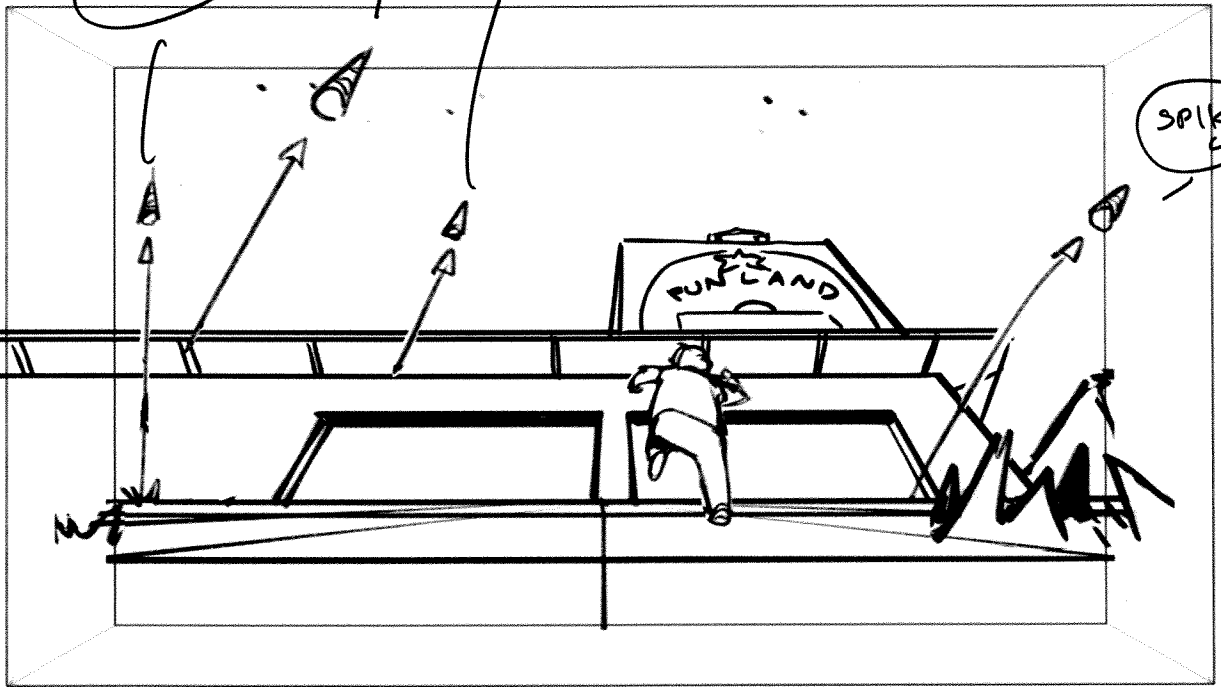
JUN 17 2013

1020.009

1020.009

1020.009

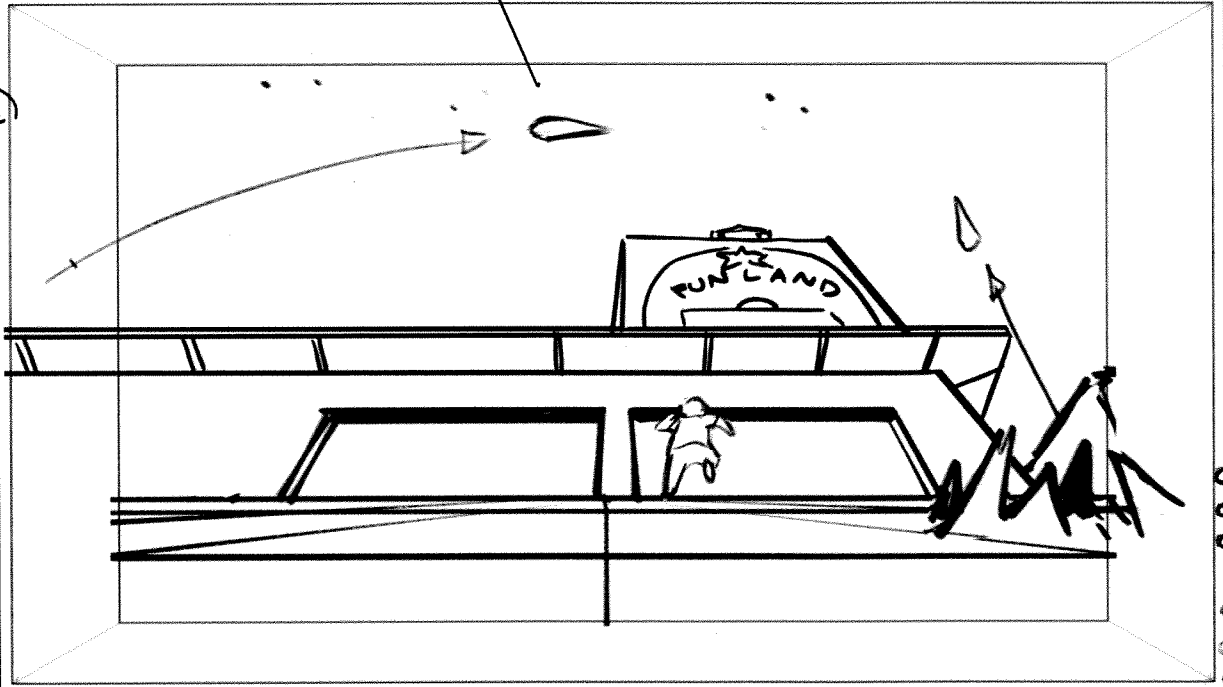
Scene Spike 6 Spike 5 Spike 7 154 Panel 5 CONT



Action Notes
more spikes shoot from the ground

Slugging
ADJ: 0.05

Scene Spike 2 154 Panel 6 CONT



Slugging
ADJ: 0.05

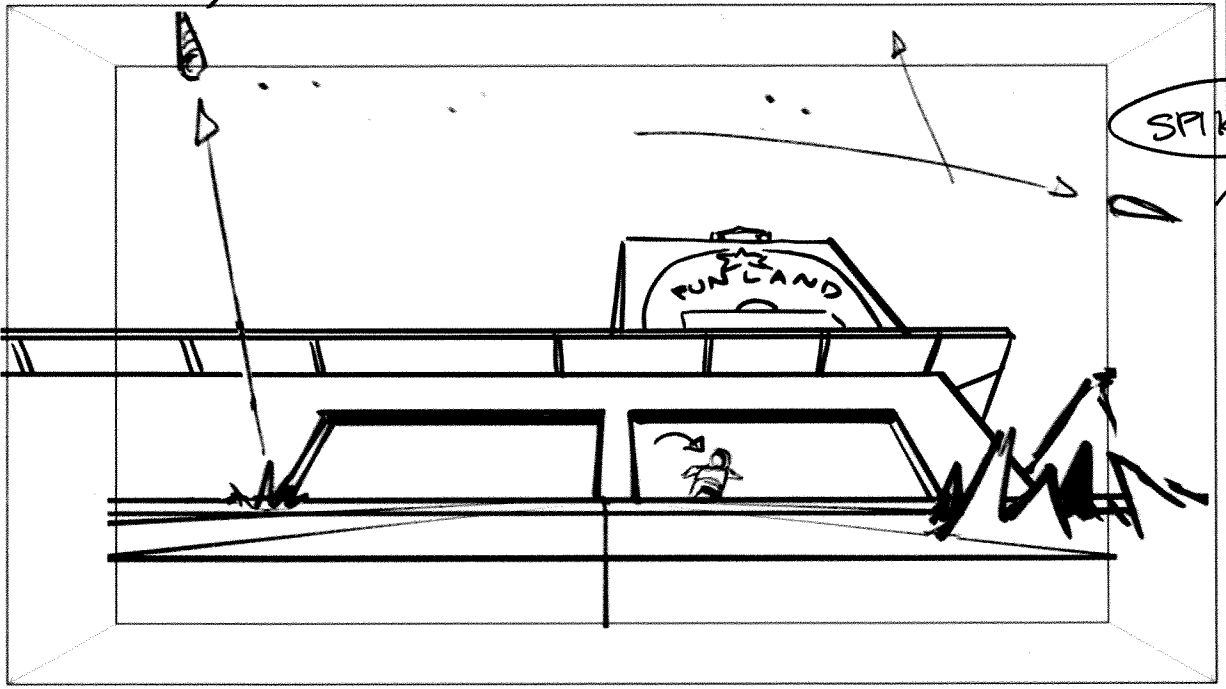
JUN 17 2013

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1020-009

1020-009

Scene 10 Panel 154 7



Action Notes
Steven runs into arcade turning right

Slugging
ADJ: 0.05

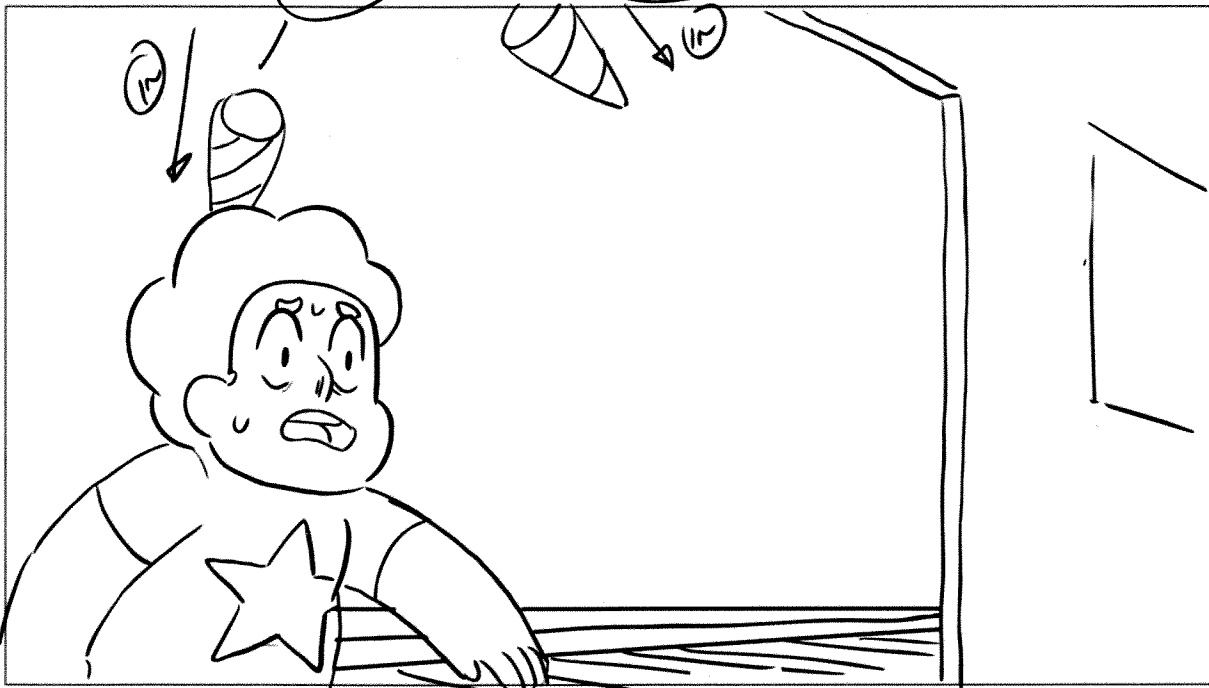
1020.009

1020.009

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1020.009

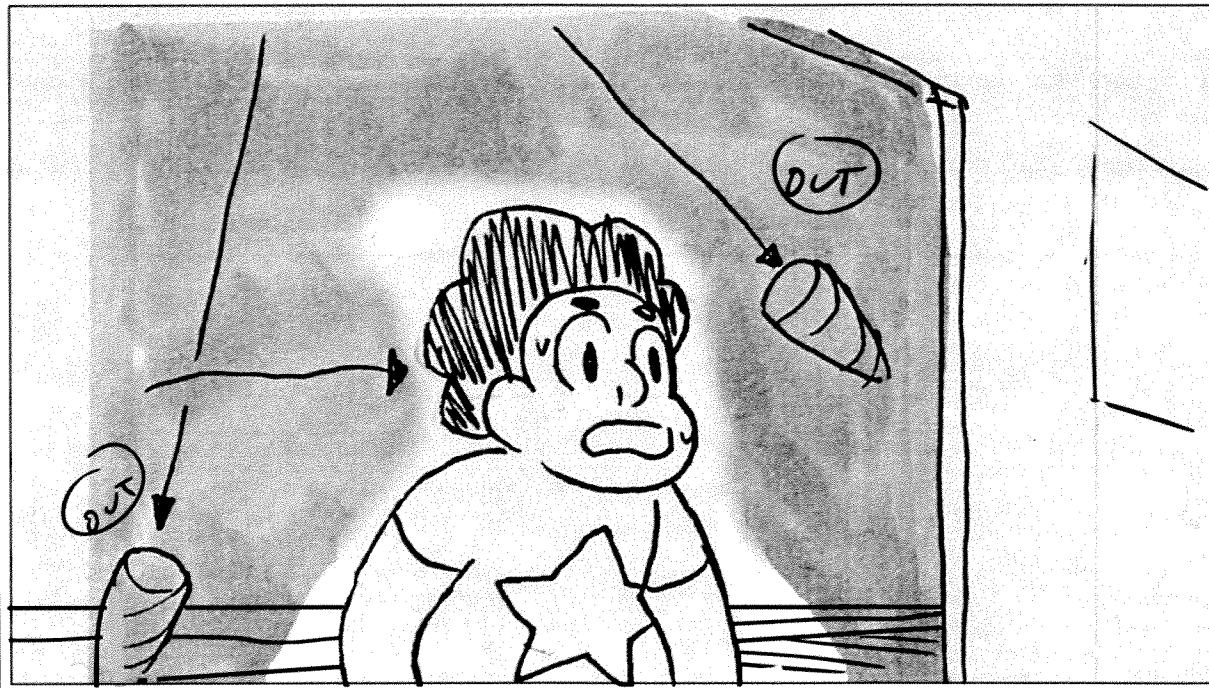
Scene 155 Panel SPIKE 1 1



Action Notes
STEVEN runs in

Slugging
1.03

Scene 155 Panel cont 2

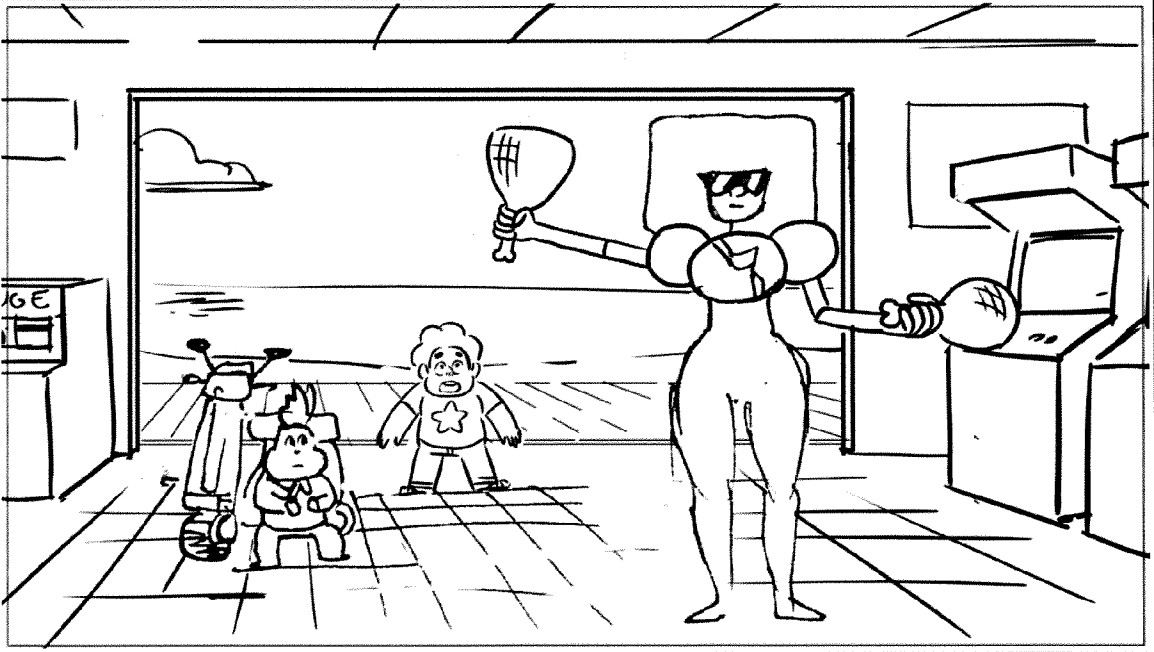


Action Notes
Drills out

Slugging
1.07

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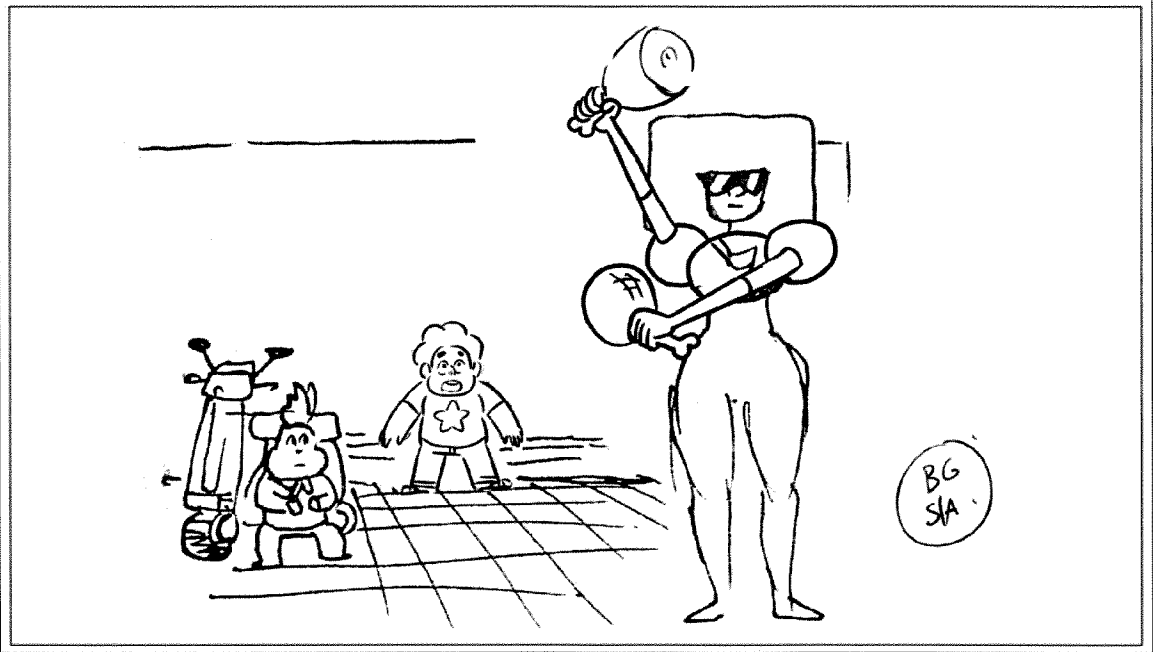
Scene 156 Panel 1



Dialog
STEVEN: HUH?

Slugging
Panels 1 + 2 = 0.06

Scene 156 Panel 2



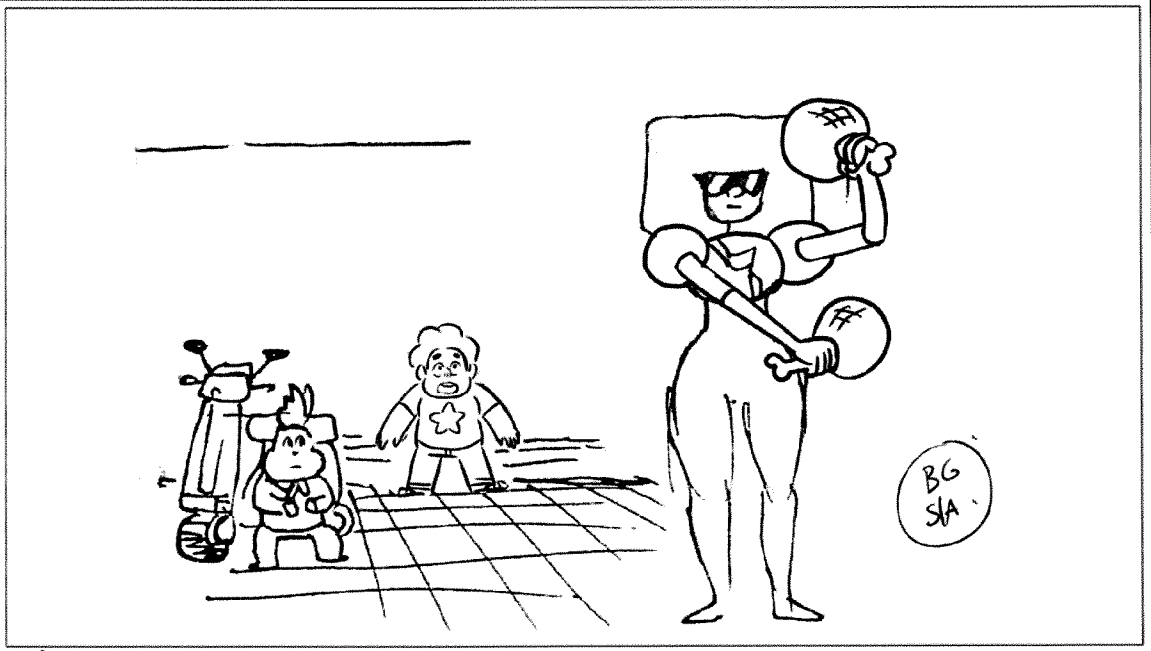
Action Notes
Sees Garnet playing game.

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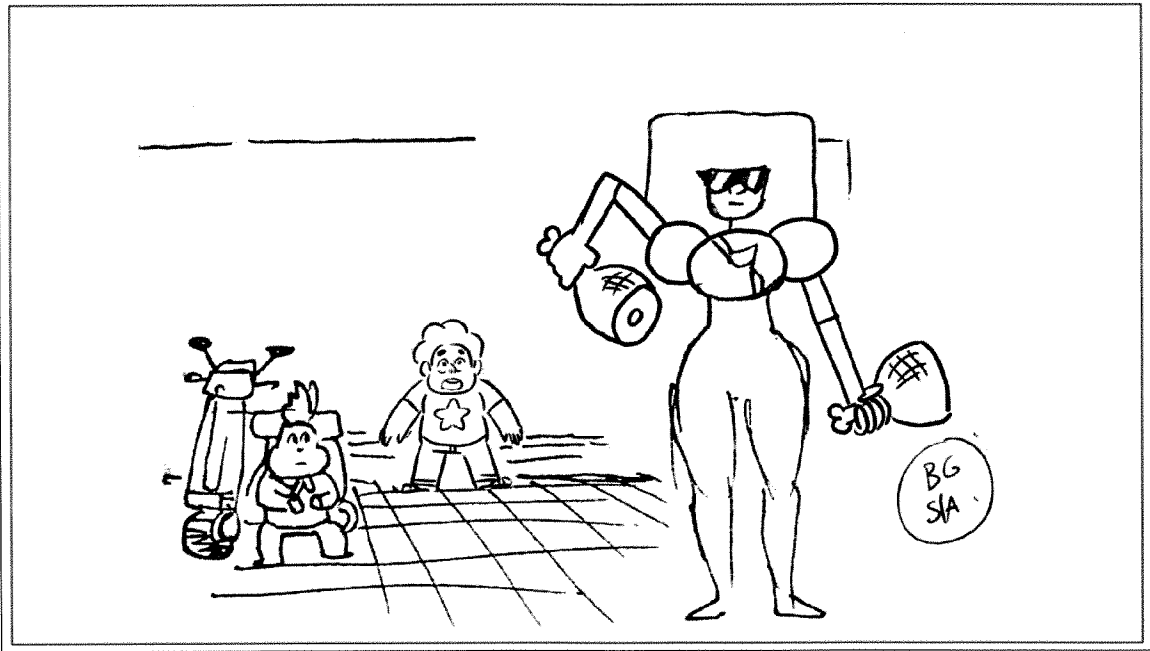
1020.009

Scene 156 Panel 3
CONT



Slugging
0.06

Scene 156 Panel 4
CONT



Slugging
0.04

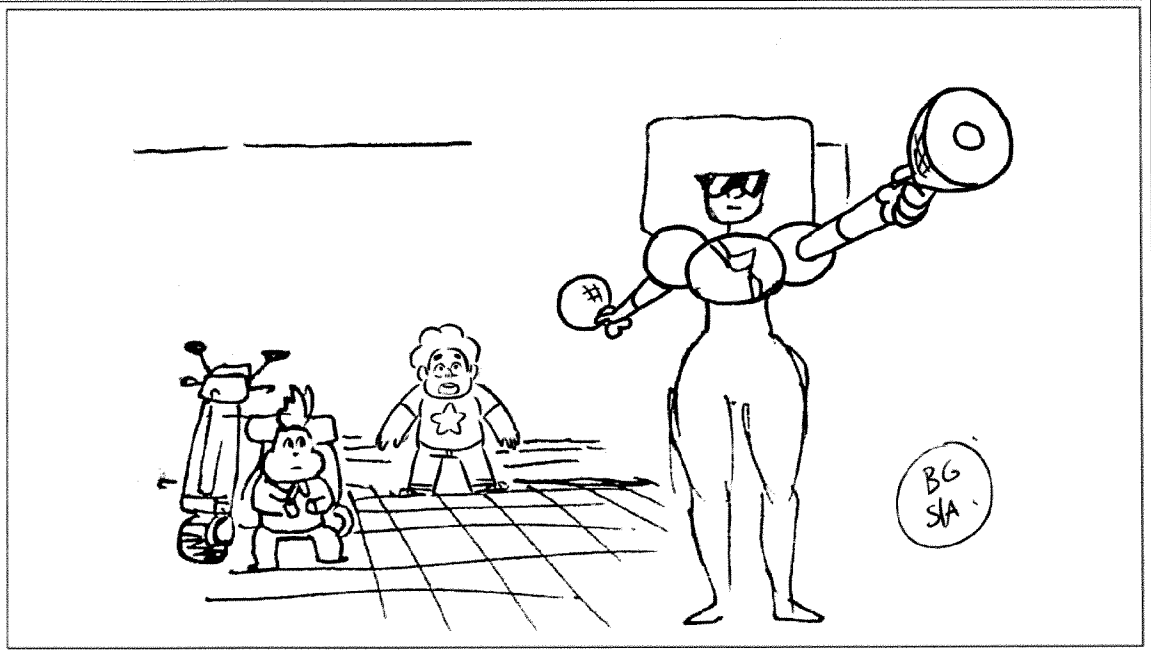
JUN 17 2013

1020.009

1020.009

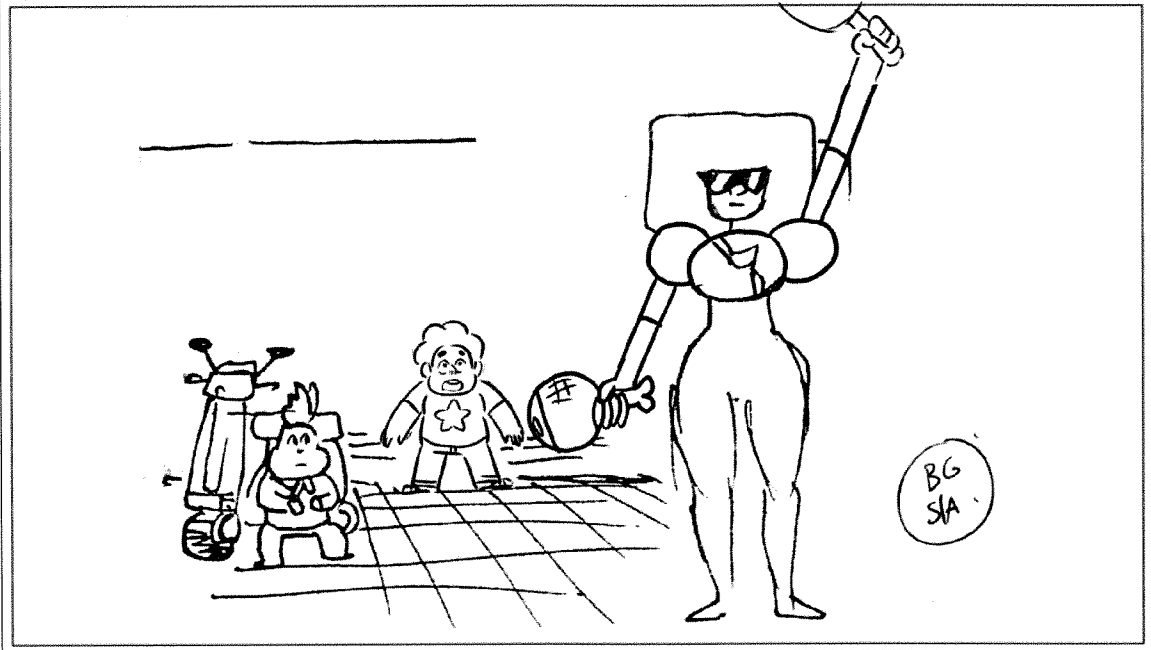
1020.009

Scene 156 Panel 5



Slugging
0.02

Scene 156 Panel 6



Slugging
0.02

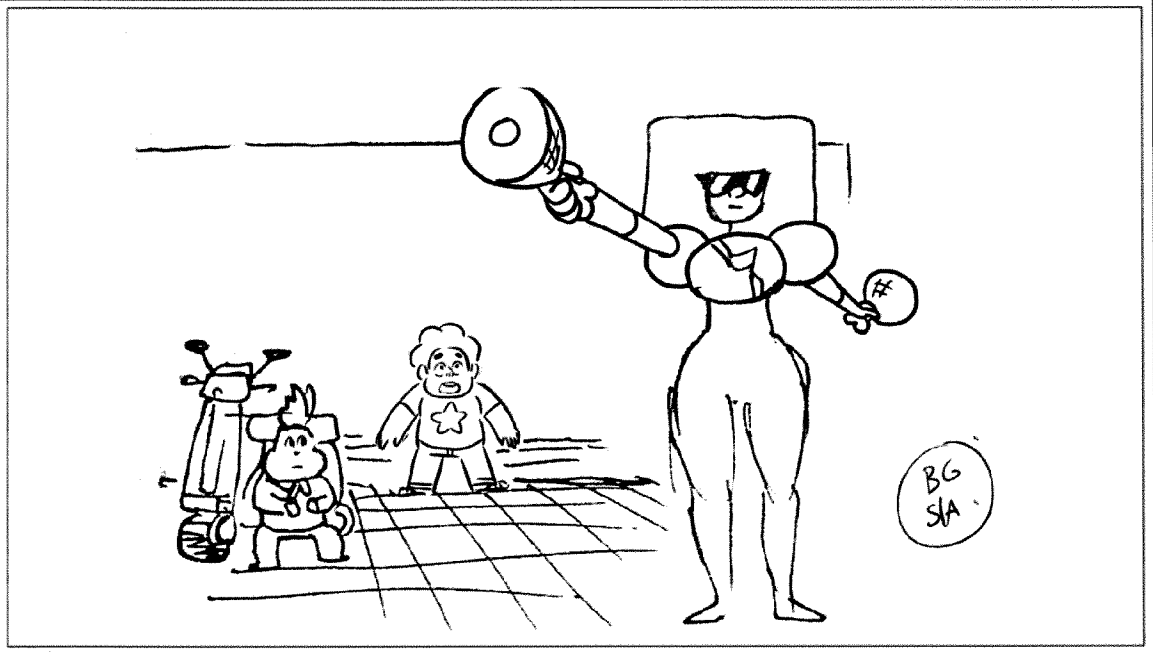
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1020.009

1020.009

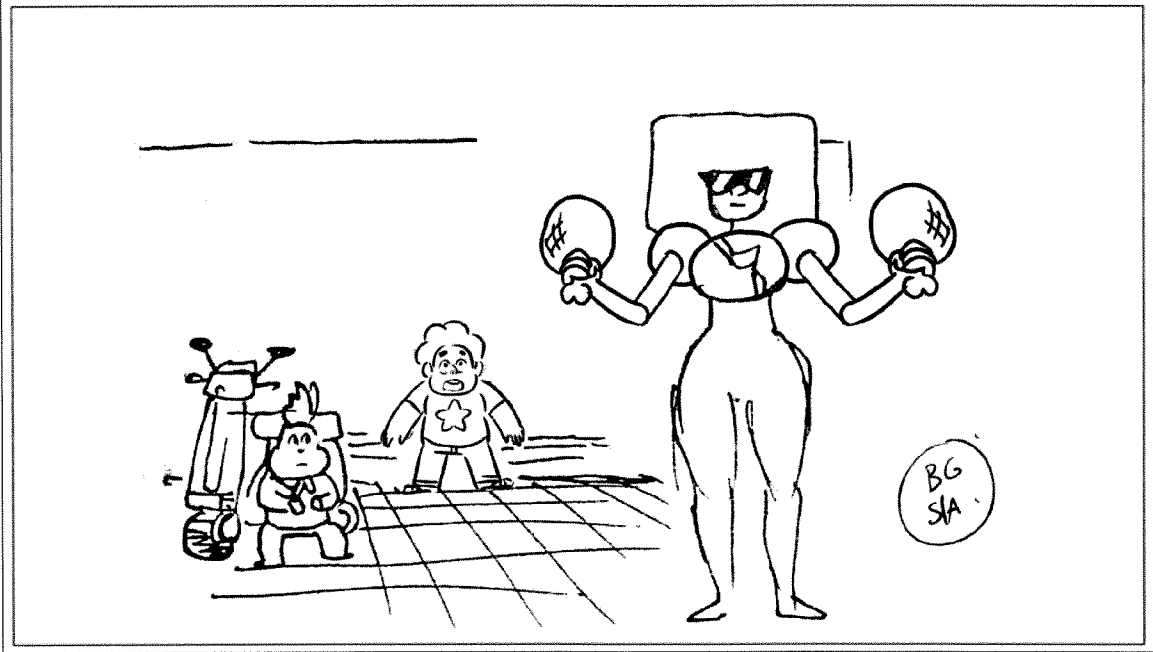
1020.009

Scene 156 Panel 7
CONT



Slugging
0.06

Scene 156 Panel 8
CONT



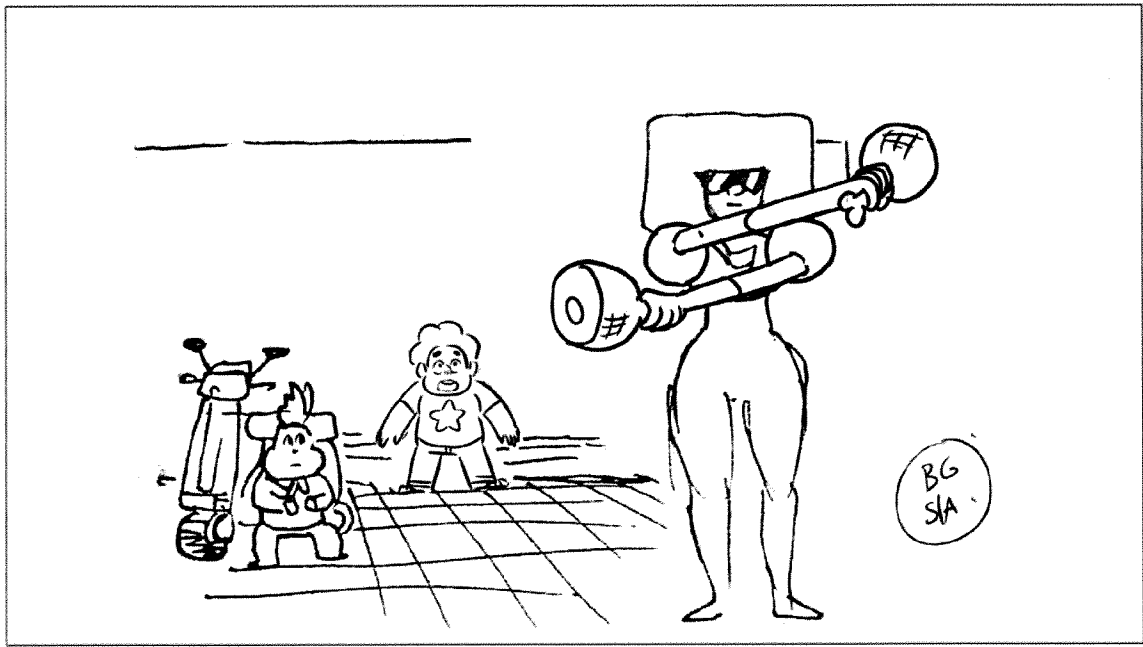
Slugging
0.02

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1020.009

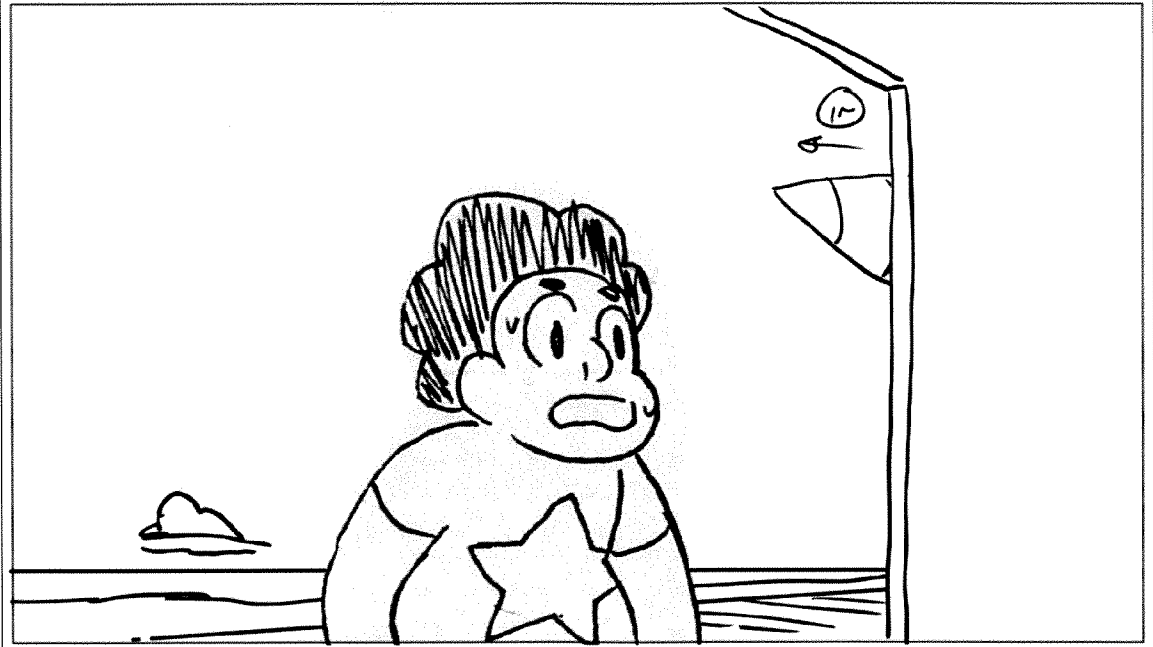
1020.009

Scene 156 Panel 9



Slugging
0.08

Scene 157 Panel 1



Slugging
Panel 1 + 2 = 1.05

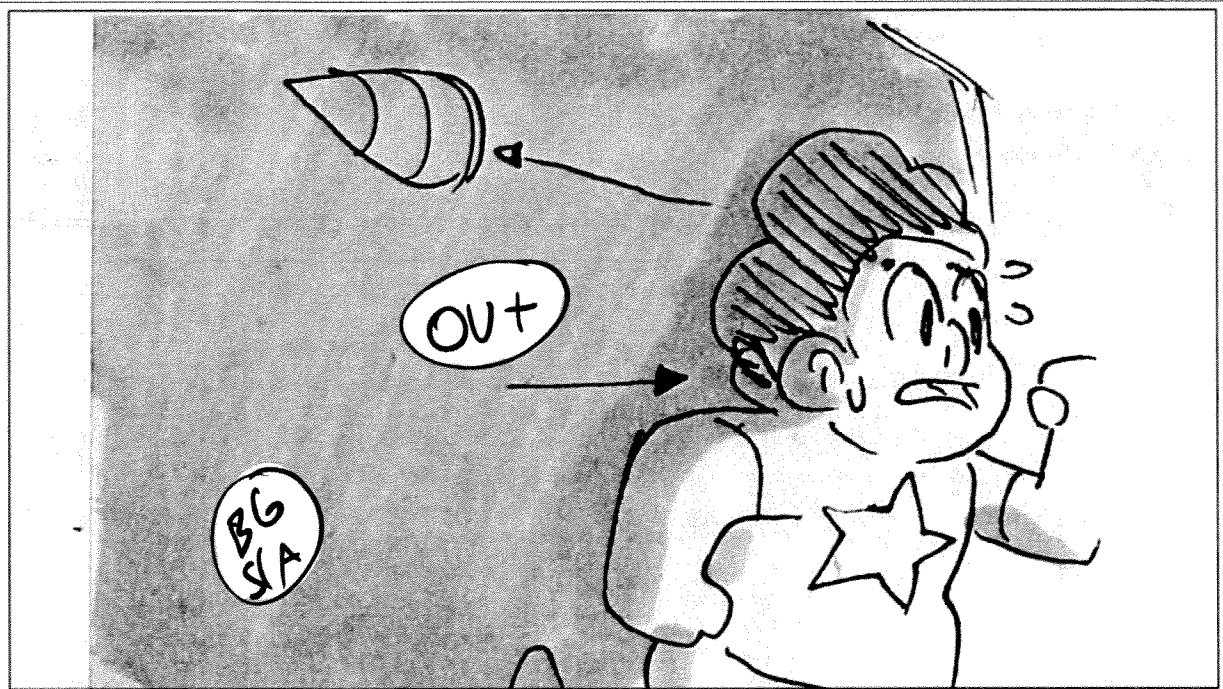
JUN 17 2013

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1020-009

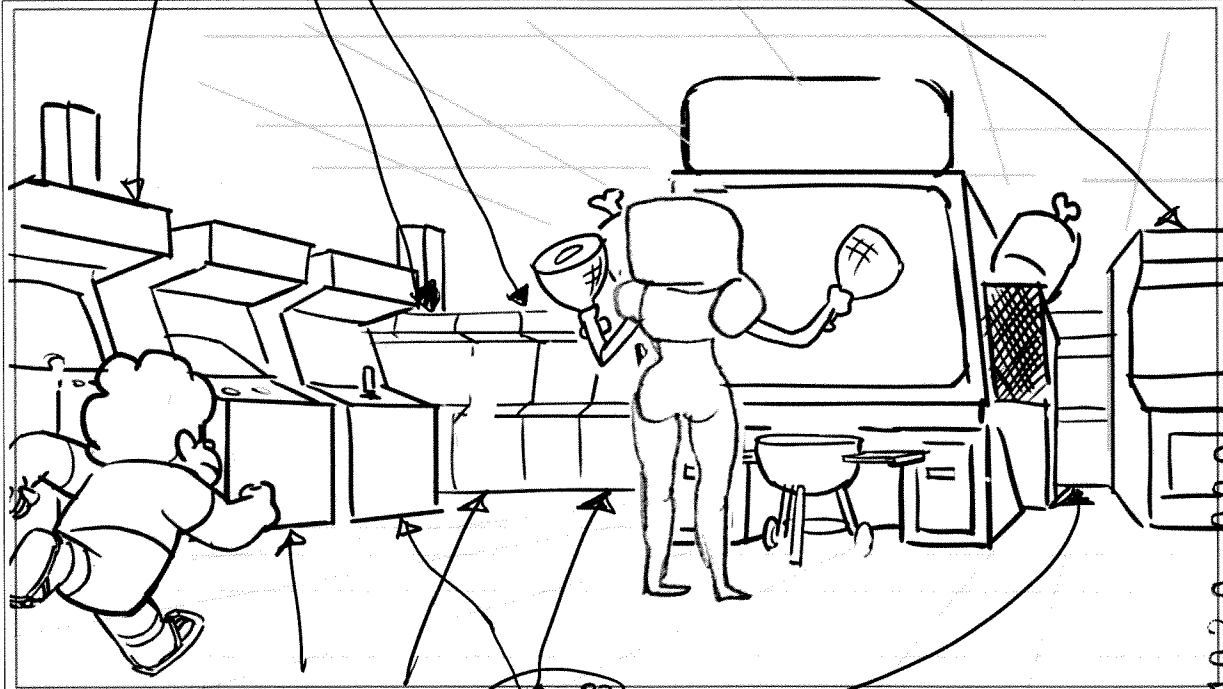
1020-009

Scene 157 Panel 2



Action Notes
Steven runs o.s.

Scene 158 Panel 1

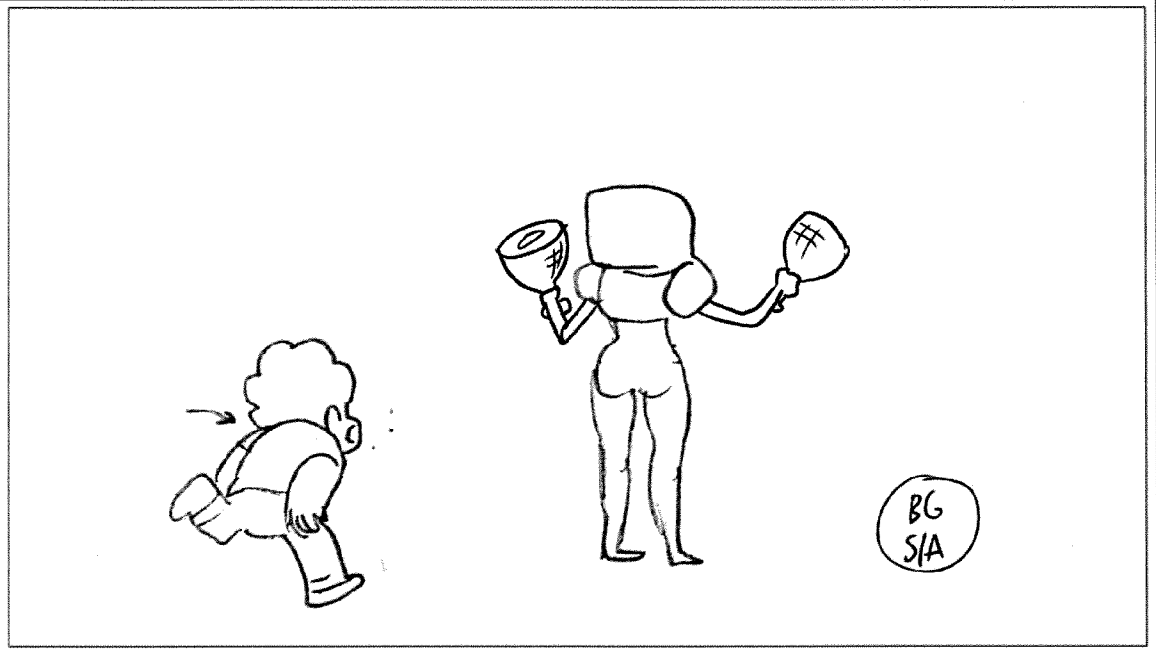


Slugging
Panels 1 to 3 = 4.06

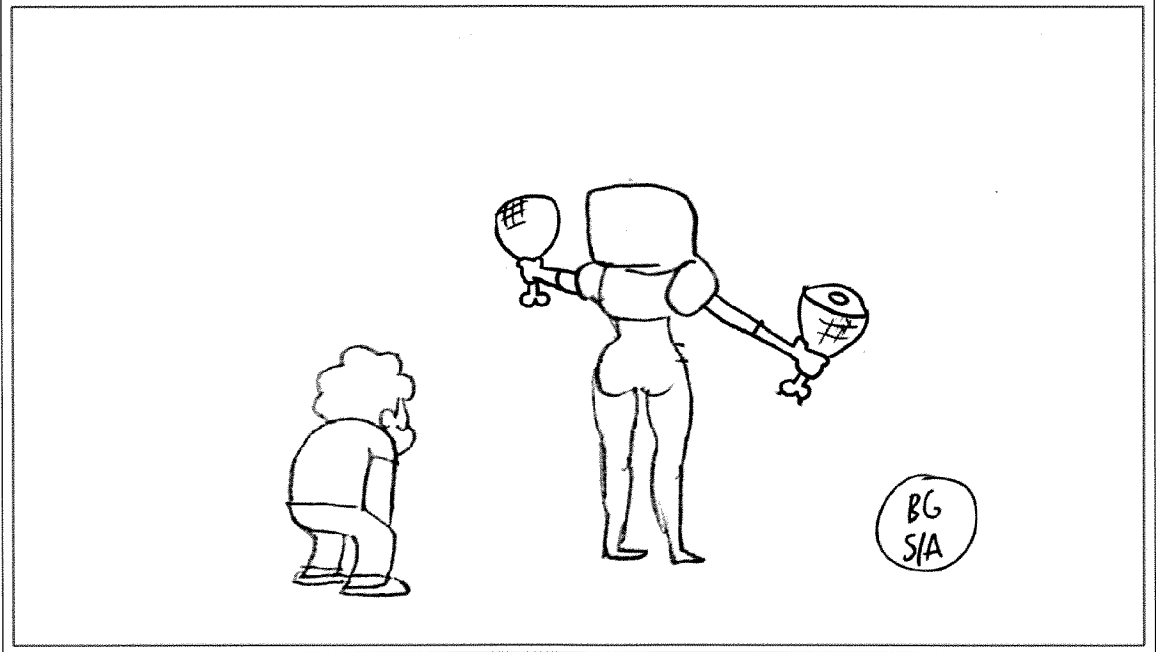
Garnet does a lot of hand movements while Steven runs in.

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Scene 158 Panel 2
cont



Scene 158 Panel 3
cont



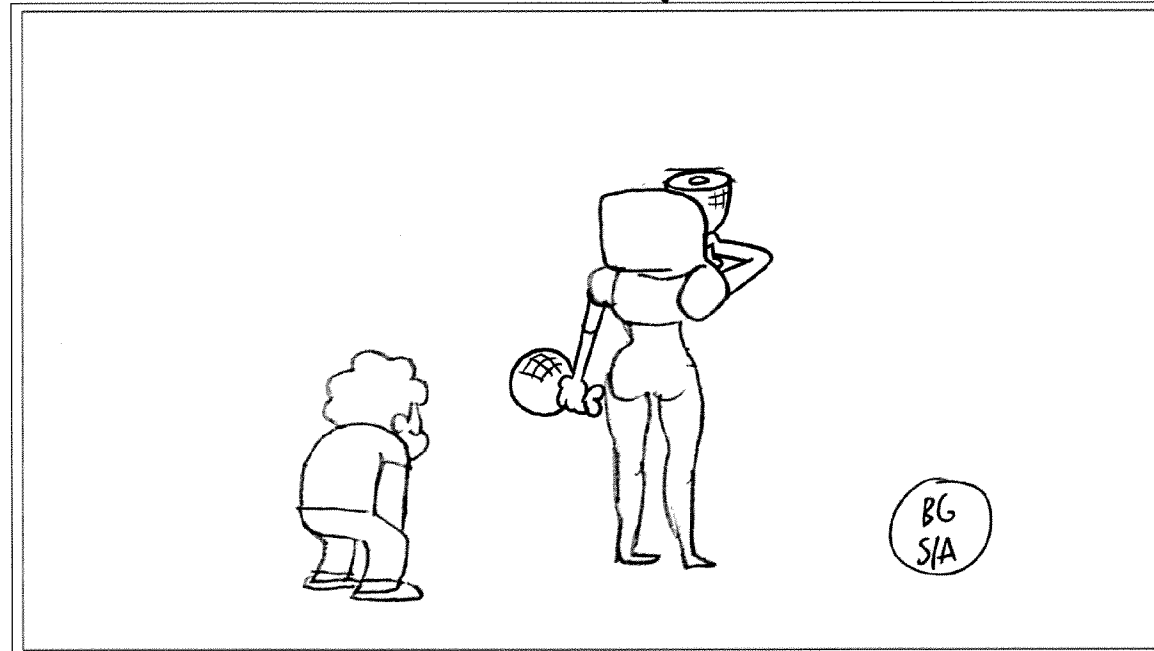
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1020-009

1020-009

Scene	Panel
158	cont
	4

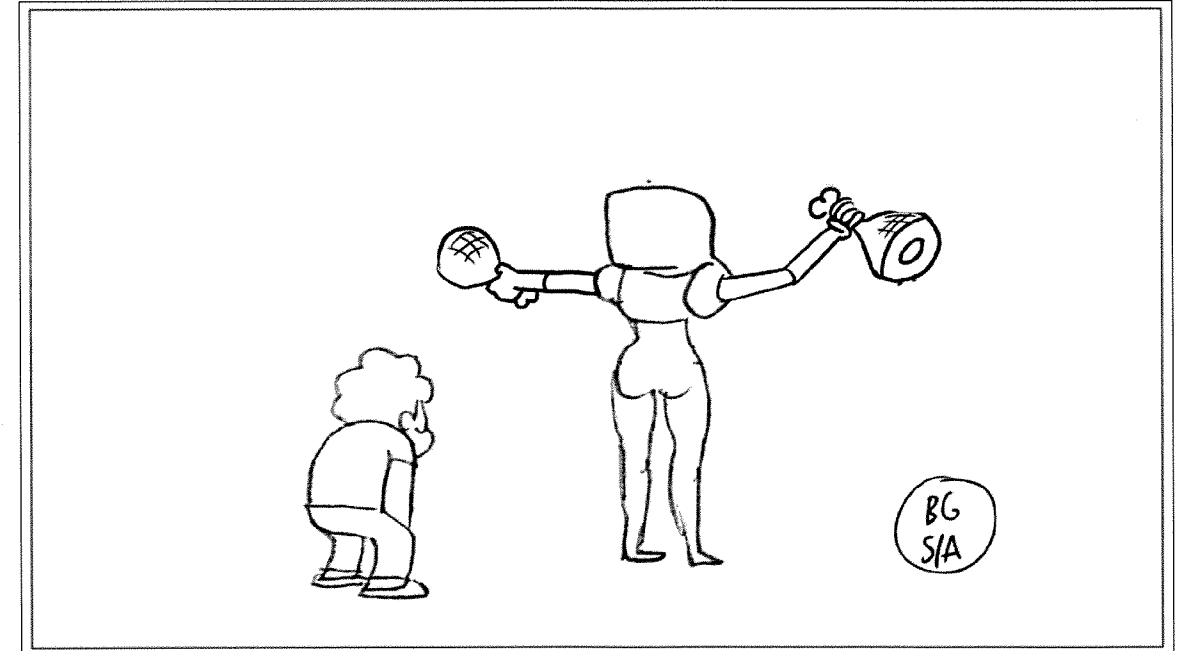


Slugging

Panels 4 to 19 total time = 2.15

The animatic shows one cycle of arm movements - the boards repeat the cycle twice in the same time frame.

Scene	Panel
158	cont
	5



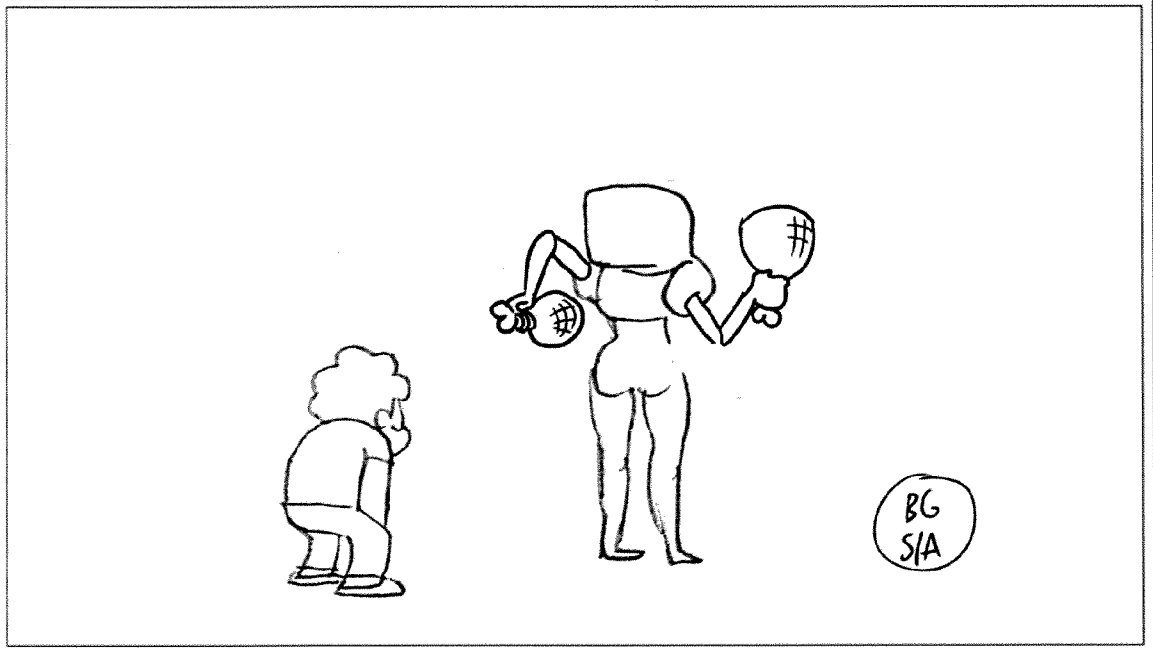
JUN 17 2013

1020.009

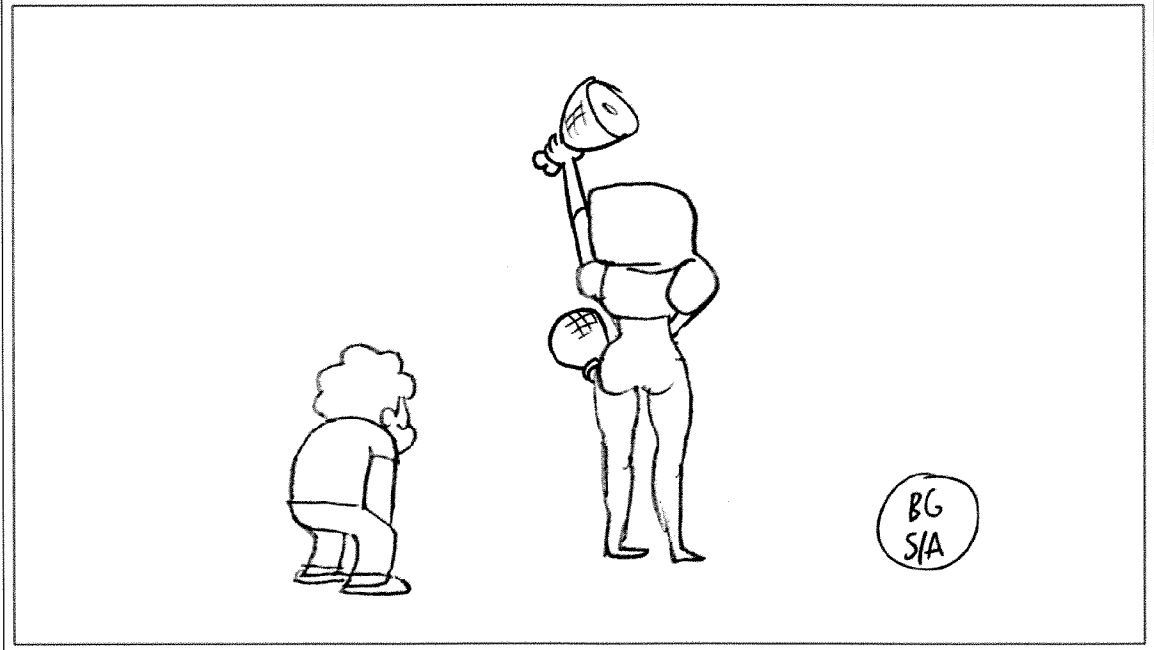
1020.009

1020.009

Scene 158 Panel 6
CONT



Scene 158 Panel 7
CONT



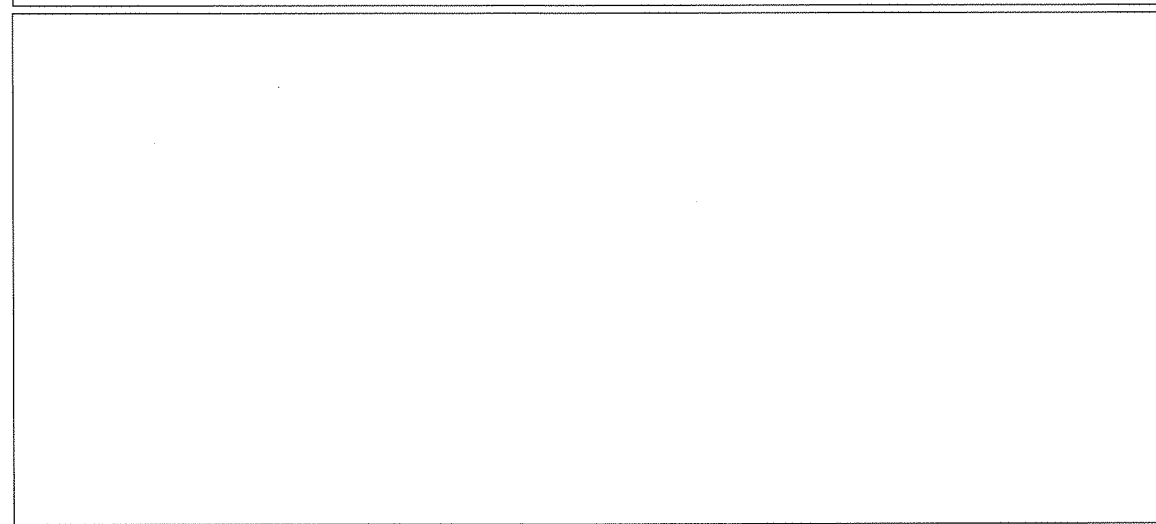
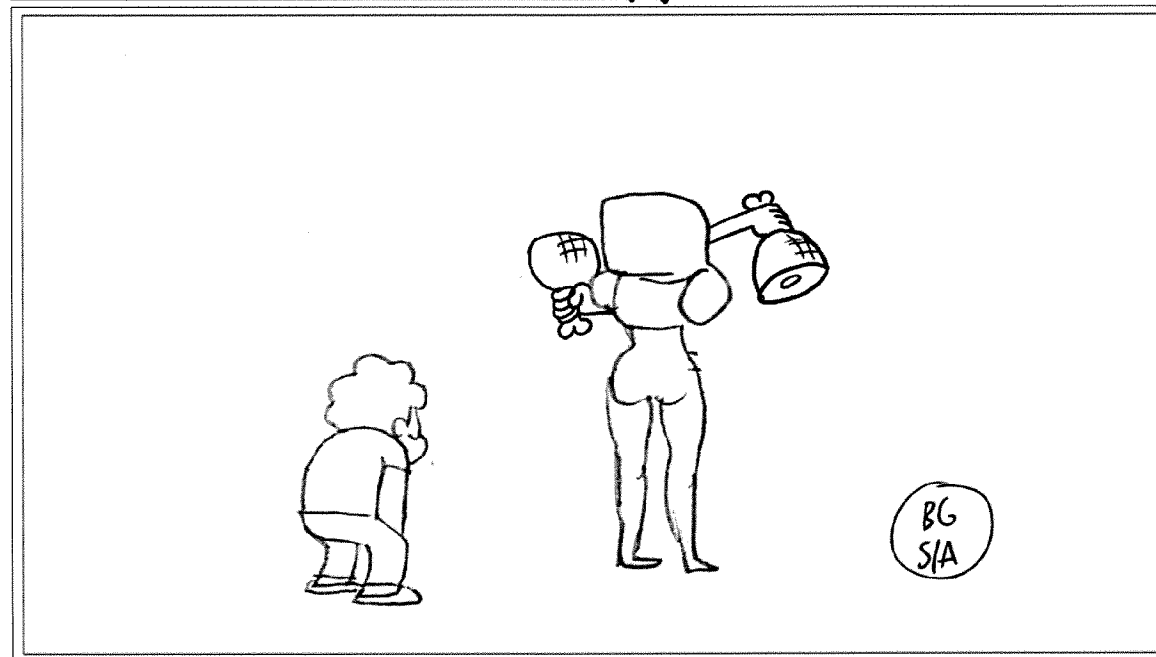
JUN 17 2013

1020.009

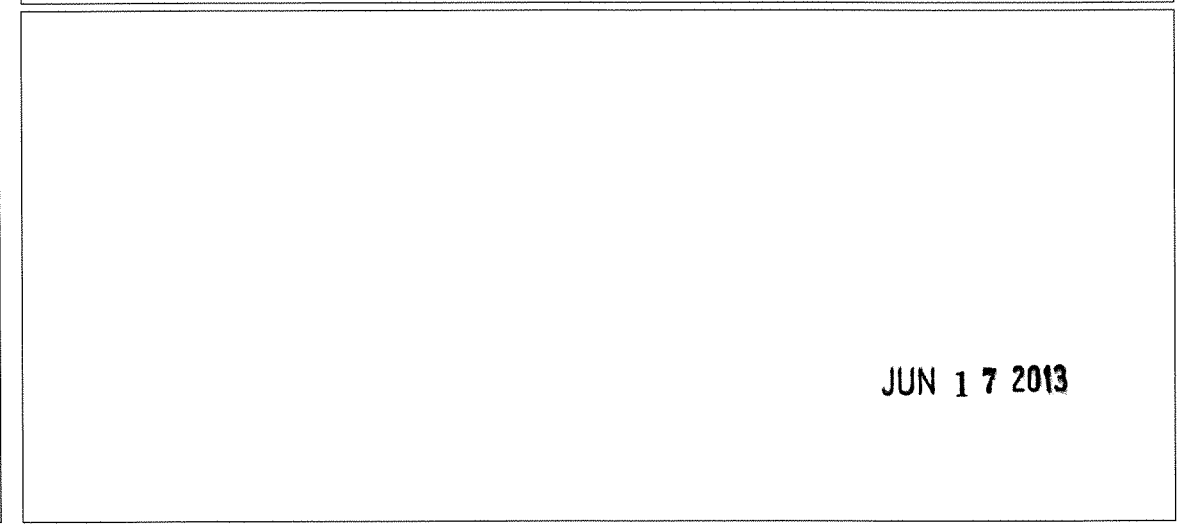
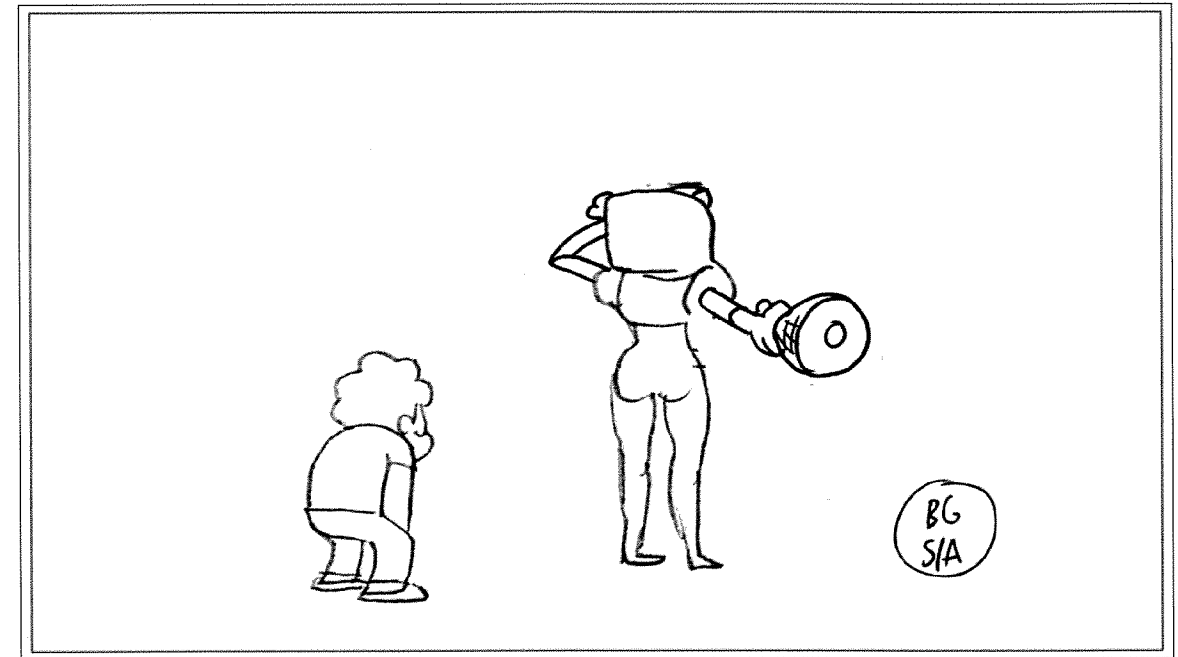
1020.009

1020.009

Scene	Panel	
158	CONT	8



Scene	Panel	
158	CONT	9



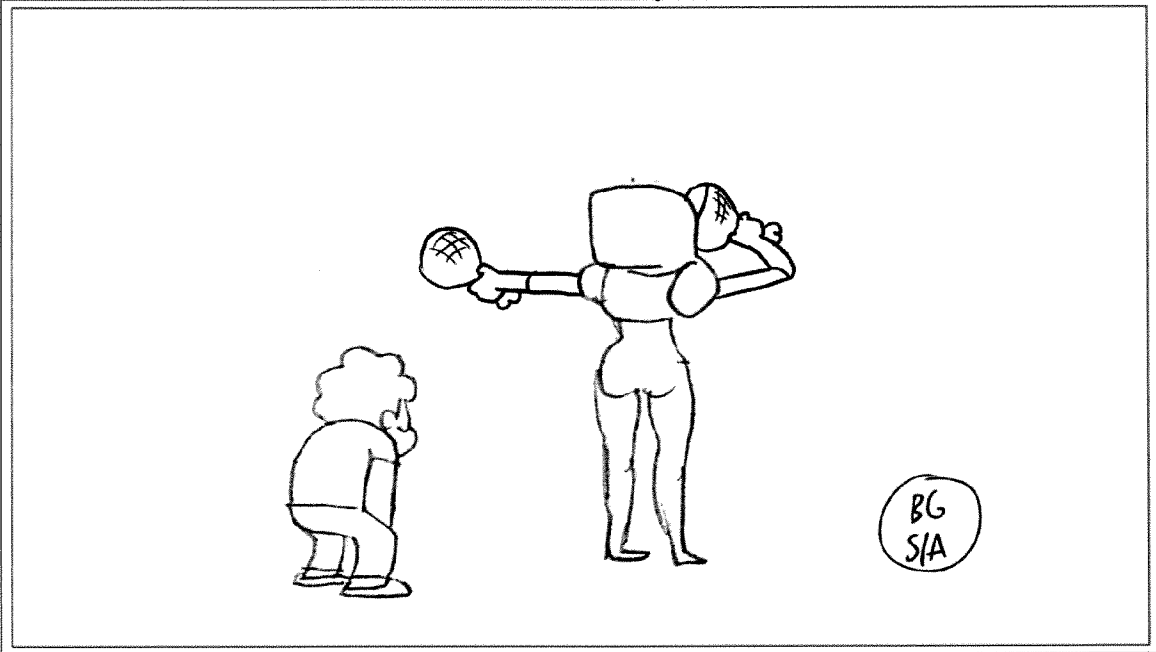
JUN 17 2013

1020.009

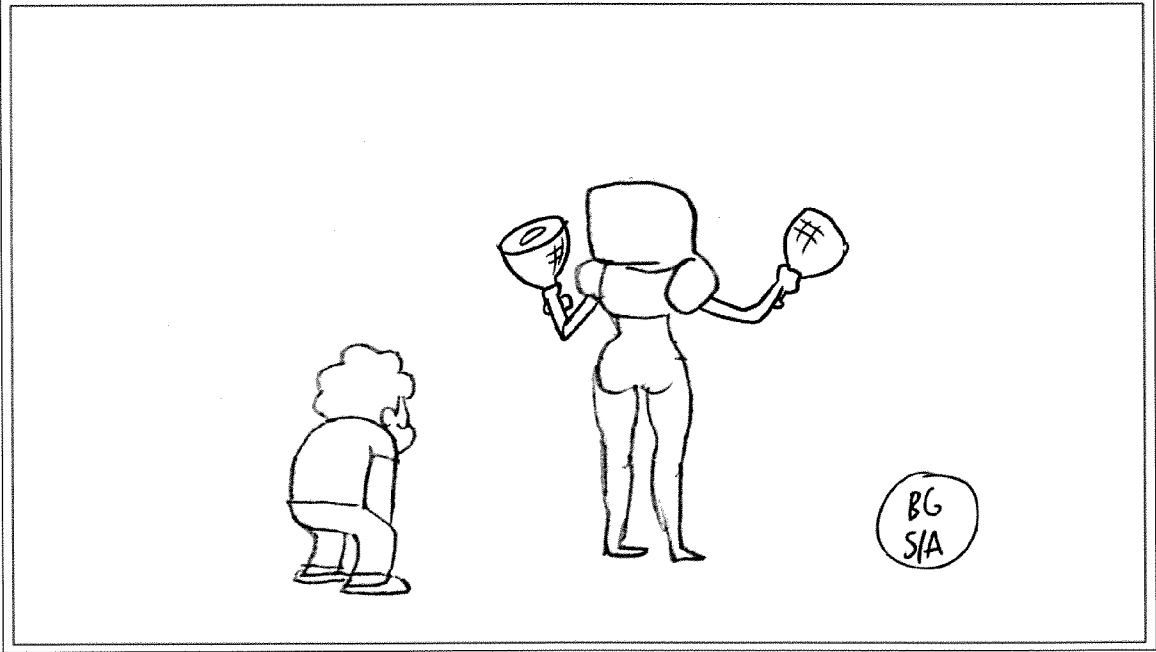
1020.009

1020.009

Scene 158 Panel 10
cont



Scene 158 Panel 11
cont

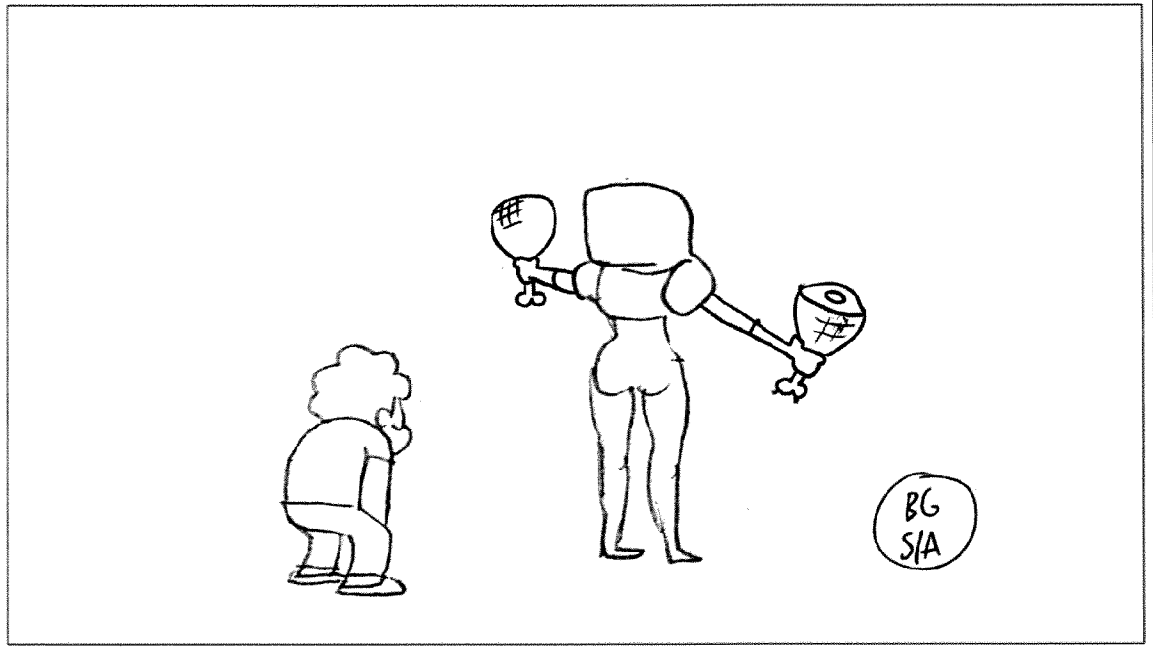


JUN 17 2013

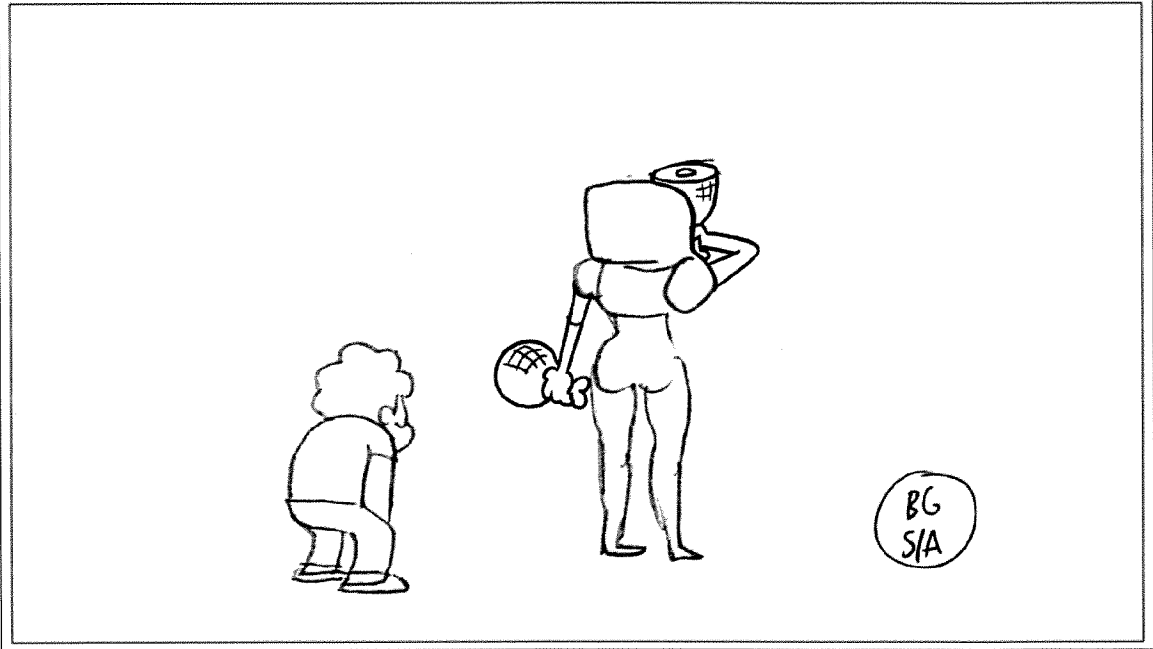
1020.009

1020.009

Scene 158 **CONT** Panel 12



Scene 158 **CONT** Panel 13



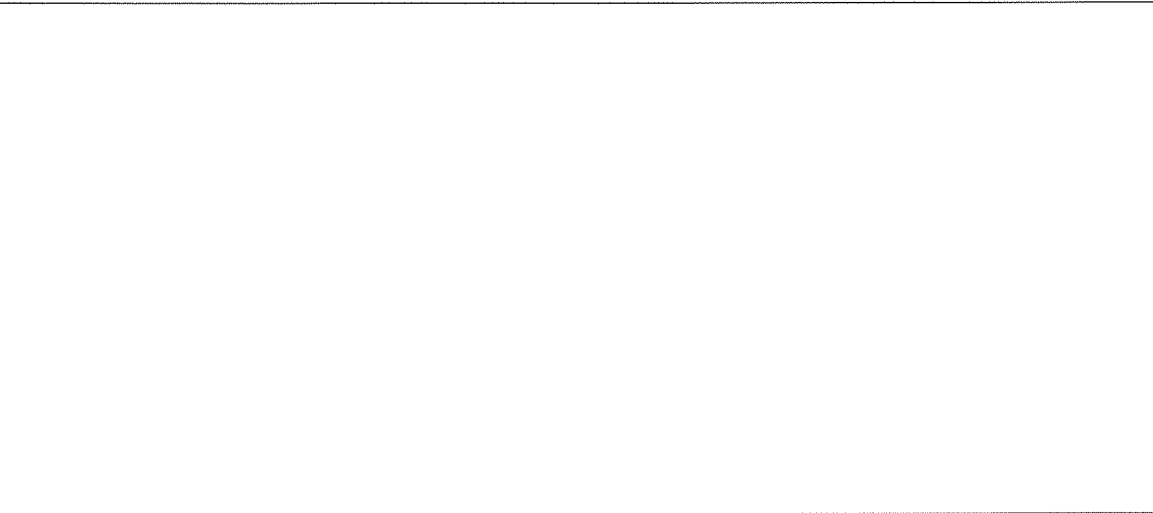
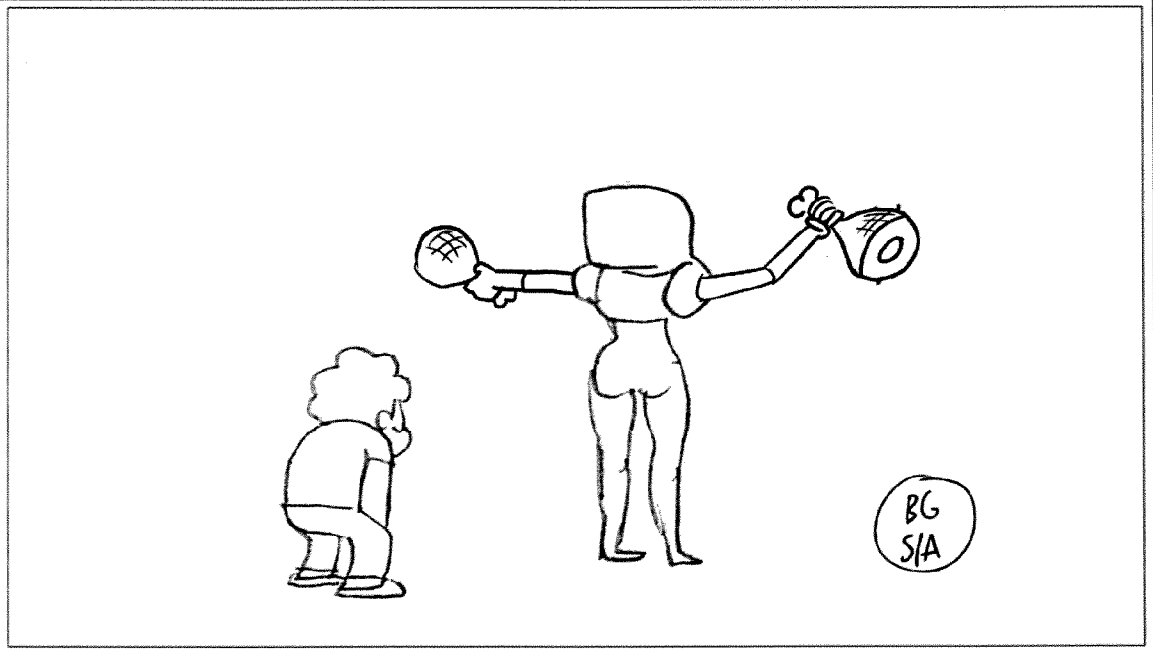
JUN 17 2013

1020:009

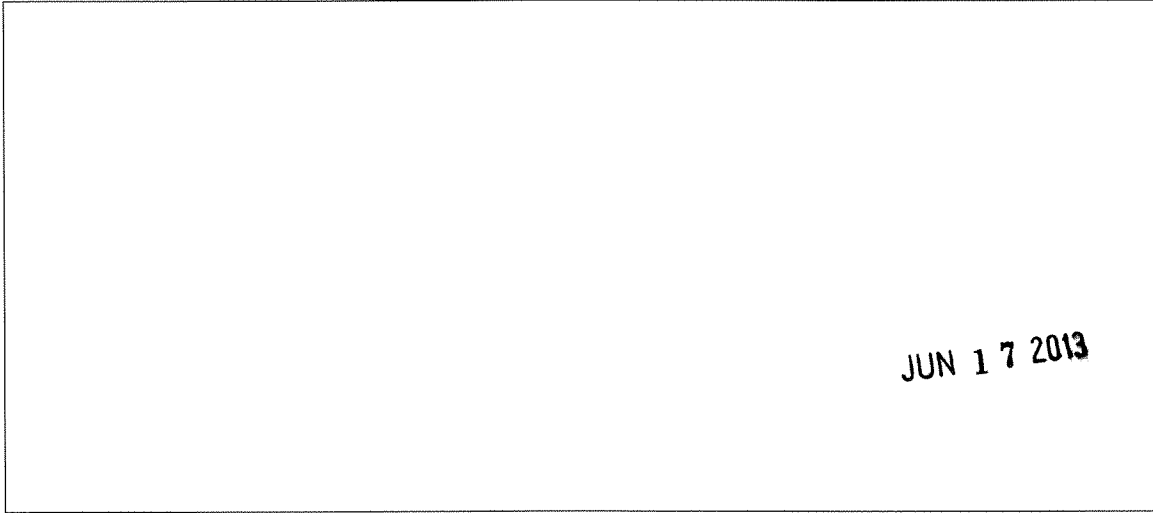
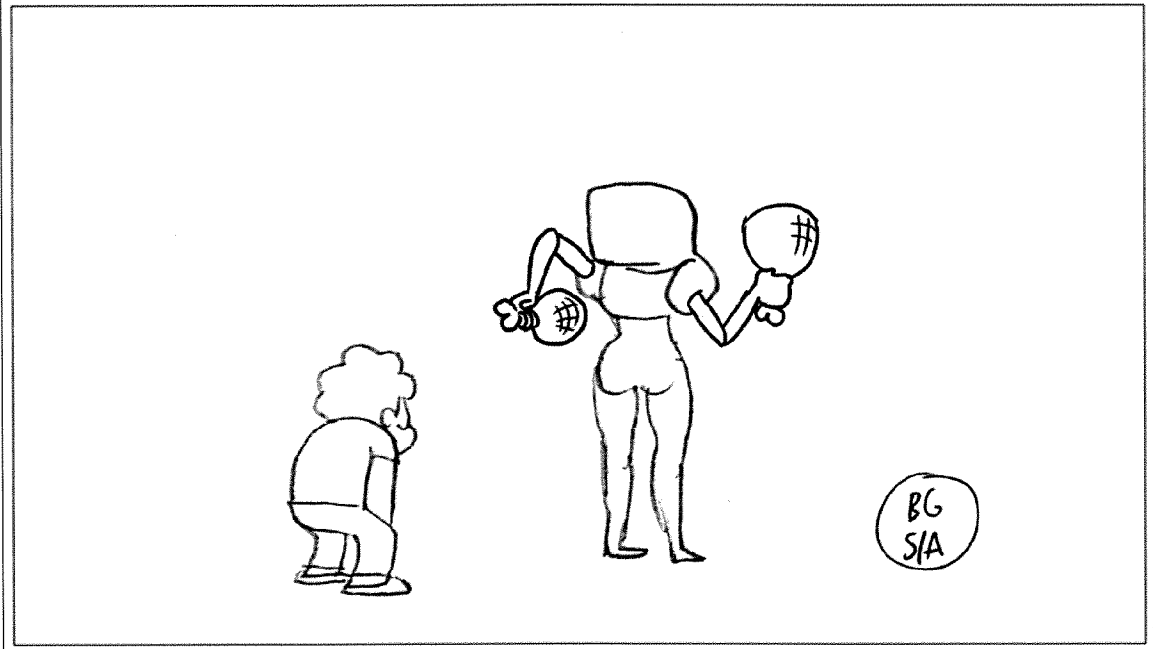
1020:009

1020:009

Scene 158 Panel 14



Scene 158 Panel 15



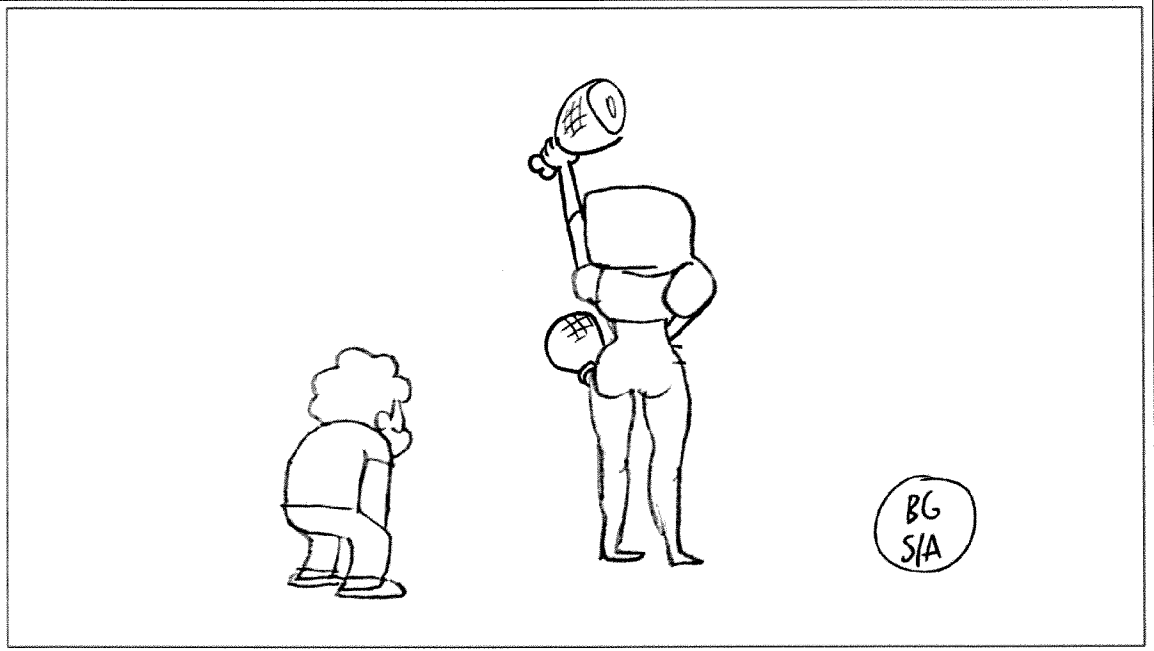
JUN 17 2013

1020.009

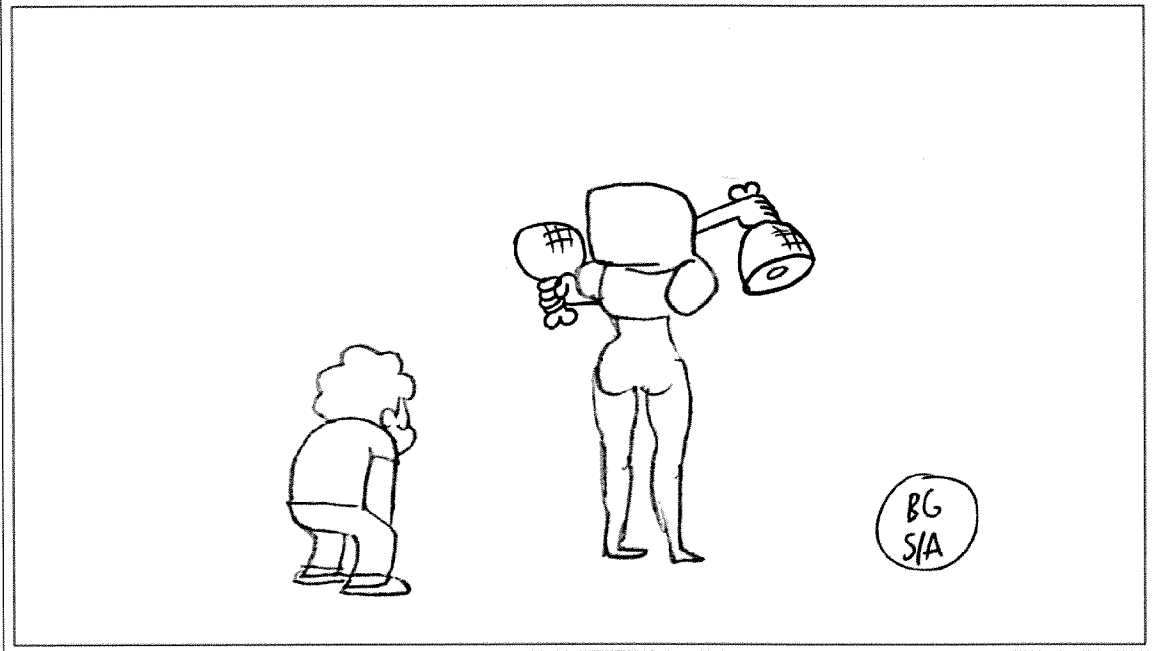
1020.009

1020.009

Scene 158 *cont* Panel 16



Scene 158 *cont* Panel 17

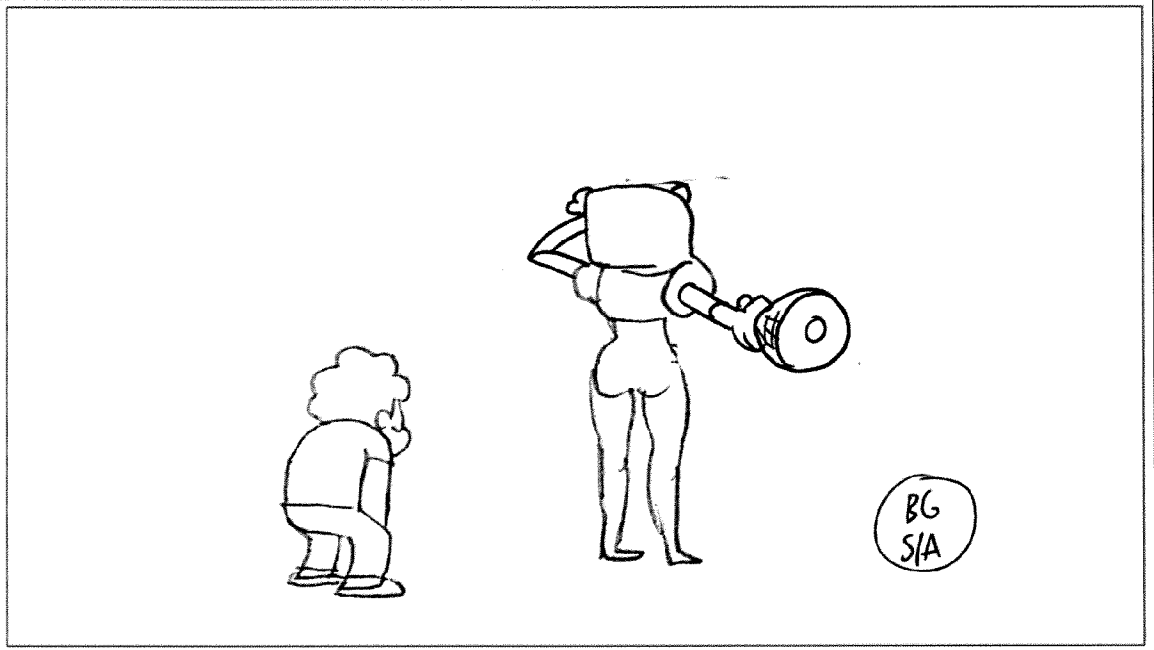


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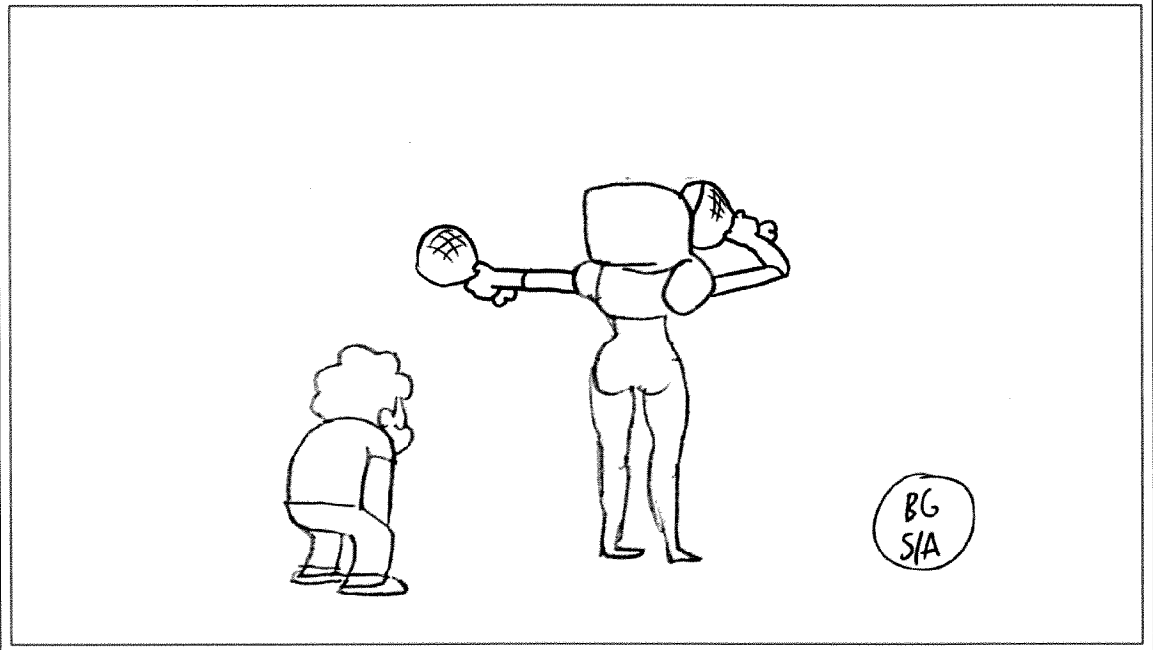
1020.009

1020.009

Scene 158 Panel 18
CONT



Scene 158 Panel 19
CONT



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1020-009

1020-009

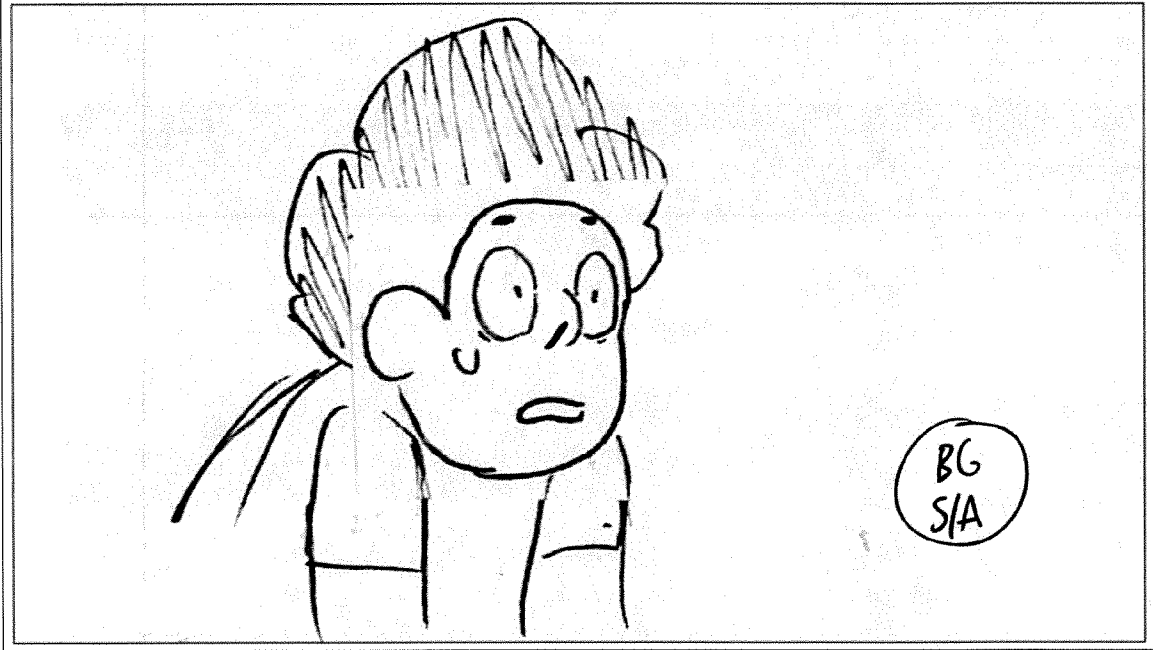
Scene 159 Panel 1



Dialog
STEVEN: THOSE... LITTLE GUYS ARE BACK AND THEY'RE A PROBLEM!!!

Slugging
7.03

Scene 159 cont Panel 2



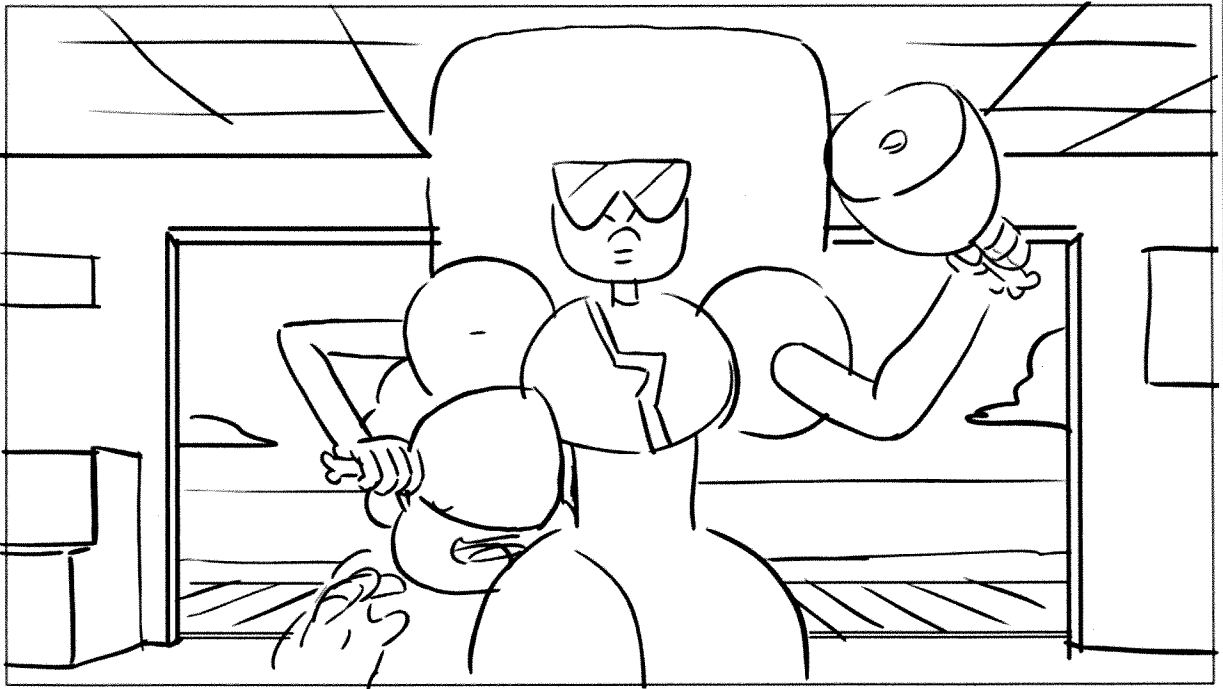
Dialog
STEVEN: WOAH...

Slugging
1.12
JUN 17 2013

1020-009

1020-009

Scene 160 Panel 1

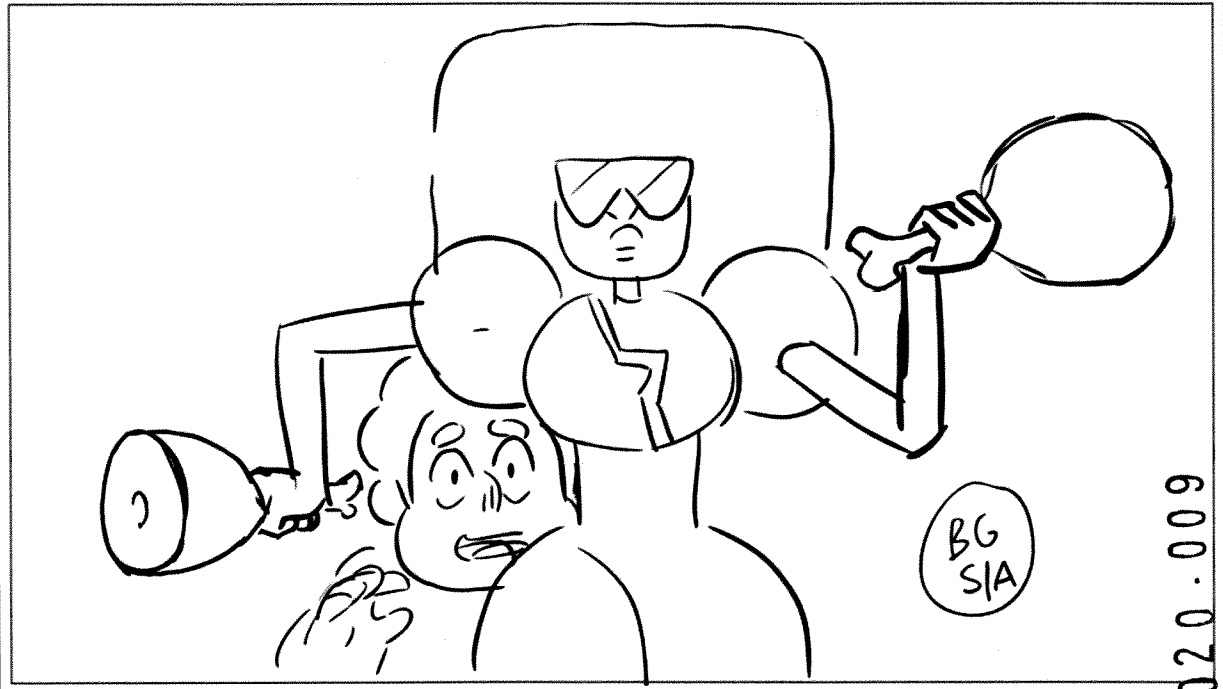


Dialog
STEVEN: WOOOAH!

Action Notes
Cycle Garnet arms through scene

Slugging
Panels 1 to 4 = 3.00

Scene 160 Panel 2

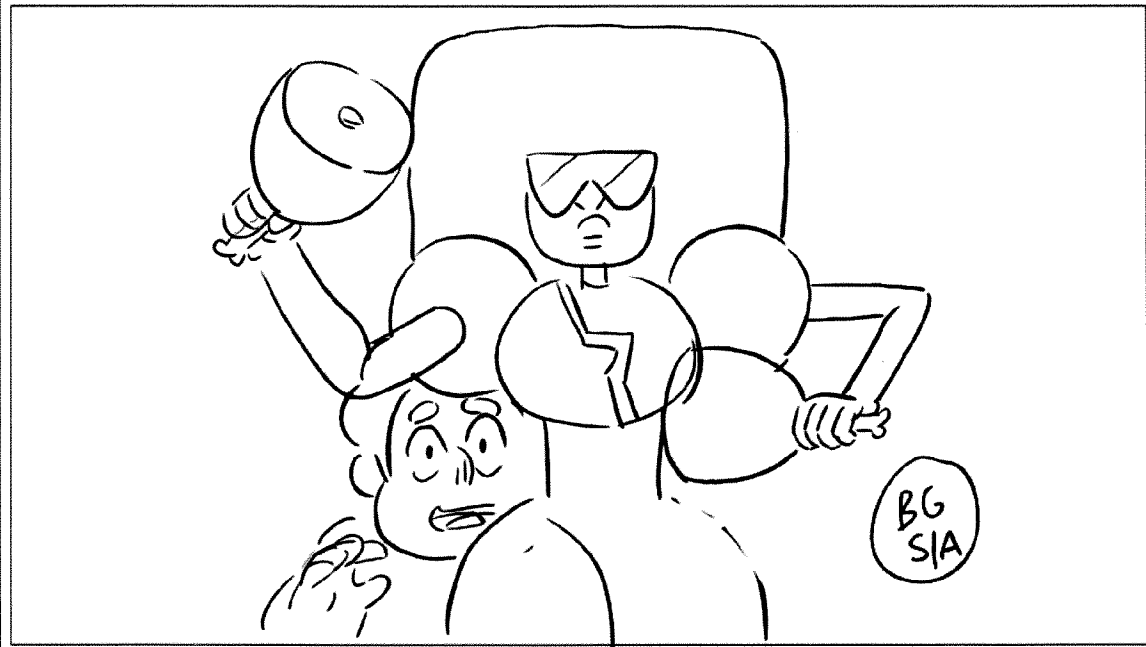


Dialog
STEVEN: WOOOAH!

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Scene	Panel
160	cont

3



Dialog
STEVEN: WOOOAH!

Scene	Panel
160	cont

4



Dialog
STEVEN: WOOOAH!

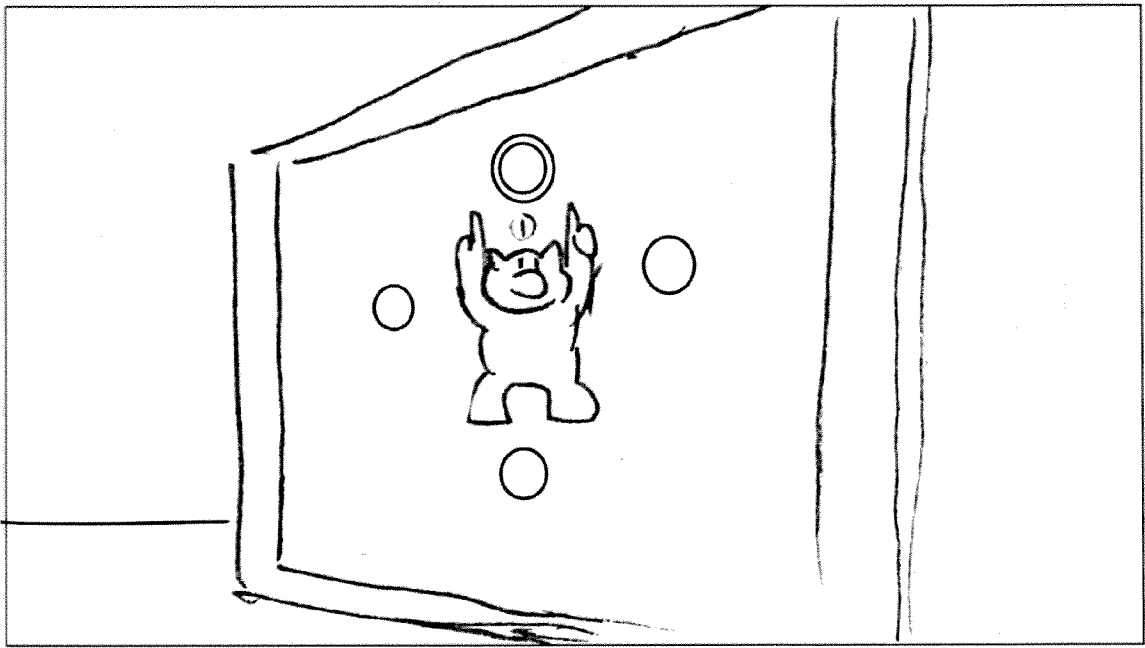
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1020.009

1020.009

1020.009

Scene	Panel
161	1

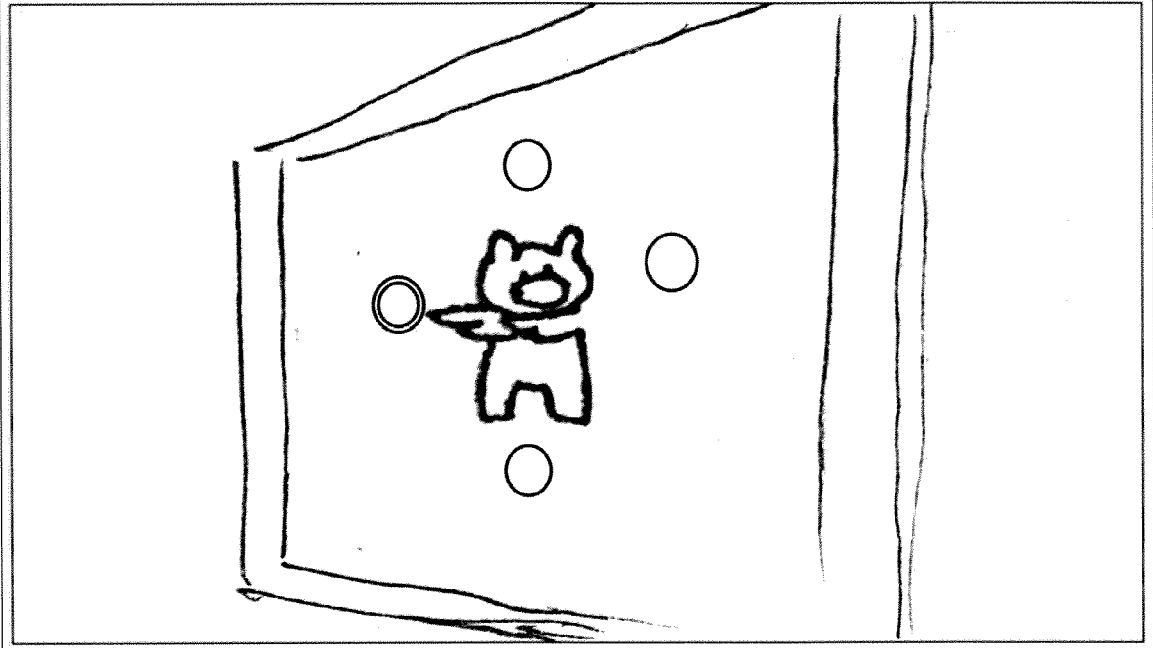


Dialog
STEVEN: I'VE NEVER SEEN ANYONE GET THIS FAR!

Action Notes
close on videogame character in action

Slugging
0.06

Scene	Panel
161	2



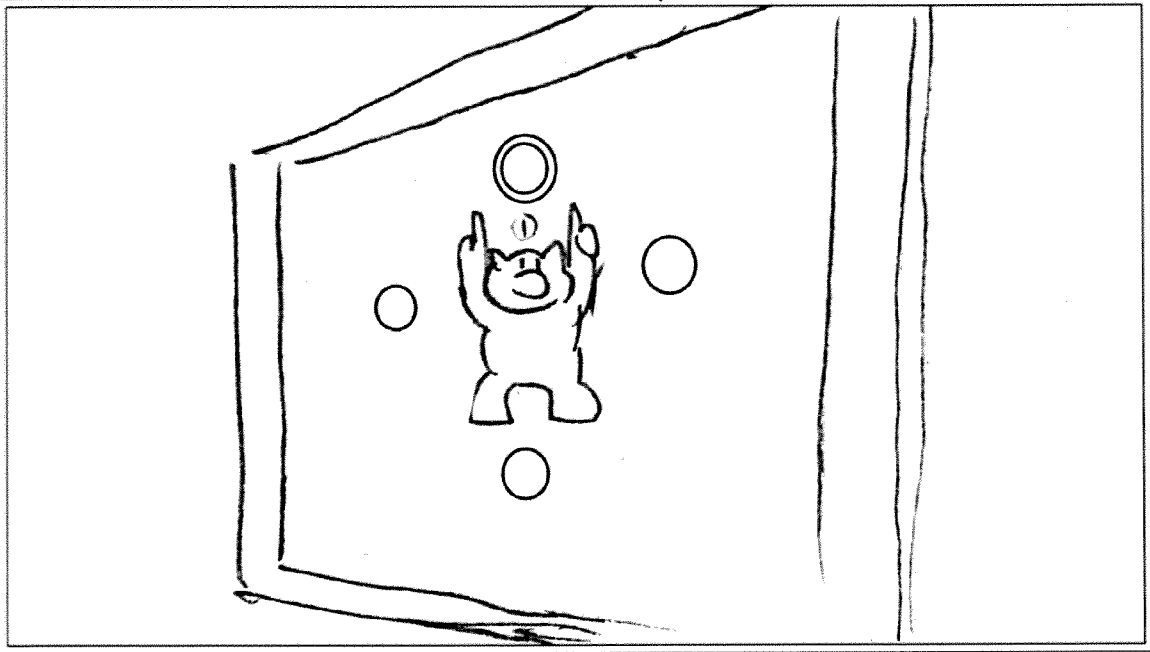
Slugging
0.06

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1020:009

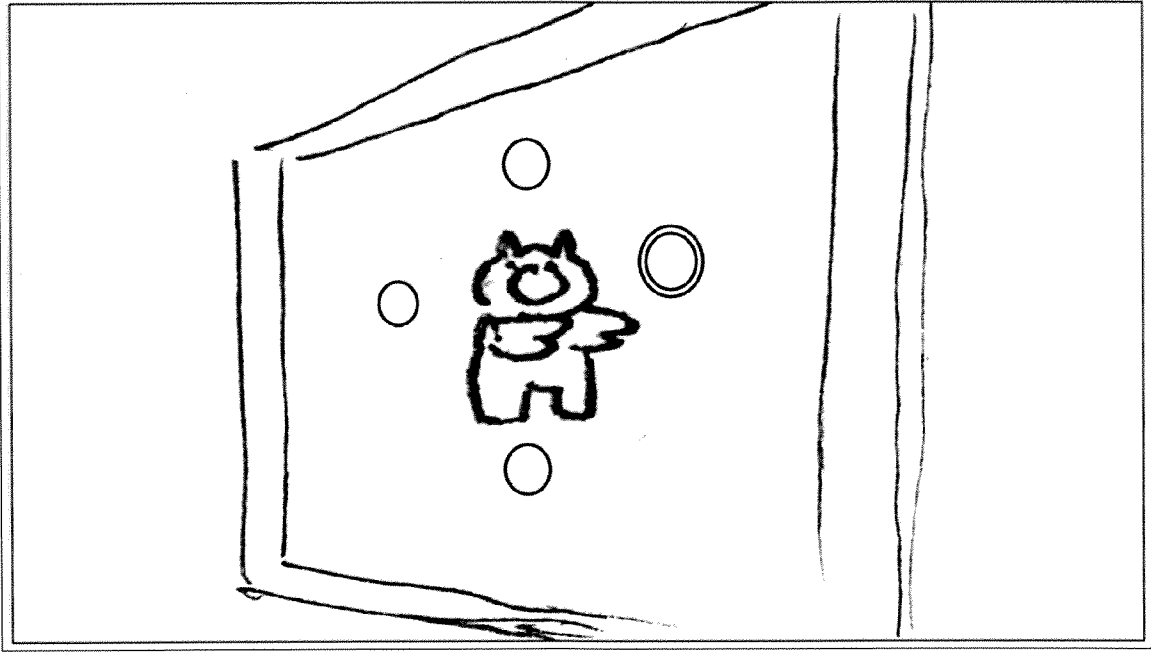
1020:009

Scene 161 Panel 3
cont



Slugging
0.06

Scene 161 Panel 4
cont



Slugging
0.06

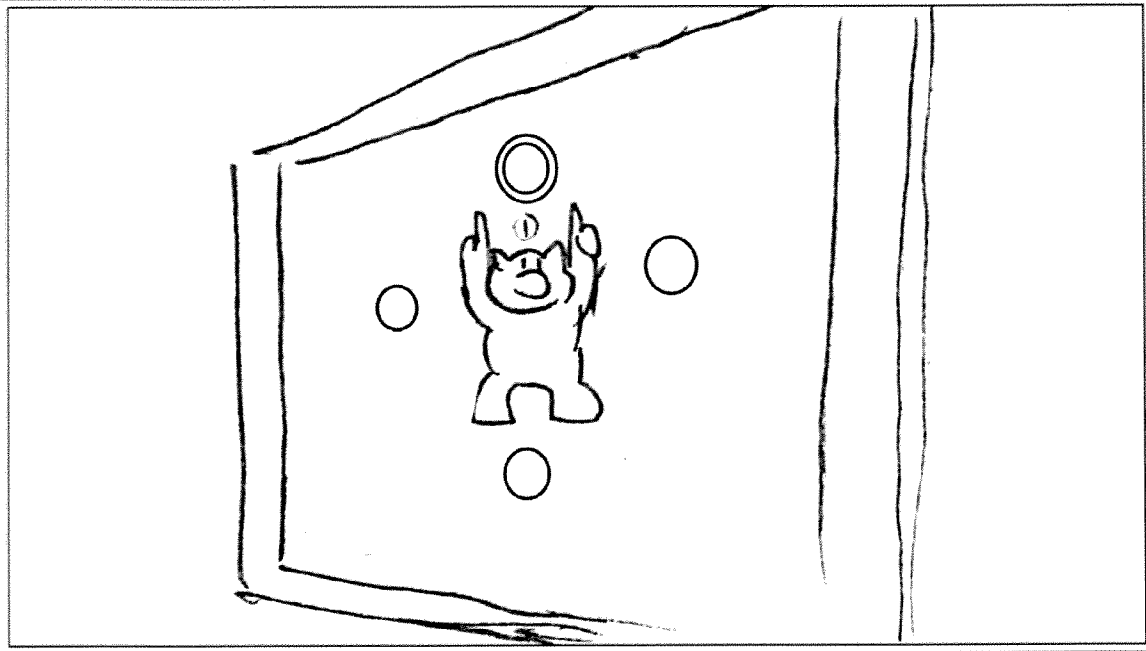
JUN 17 2013

1020-009

1020-009

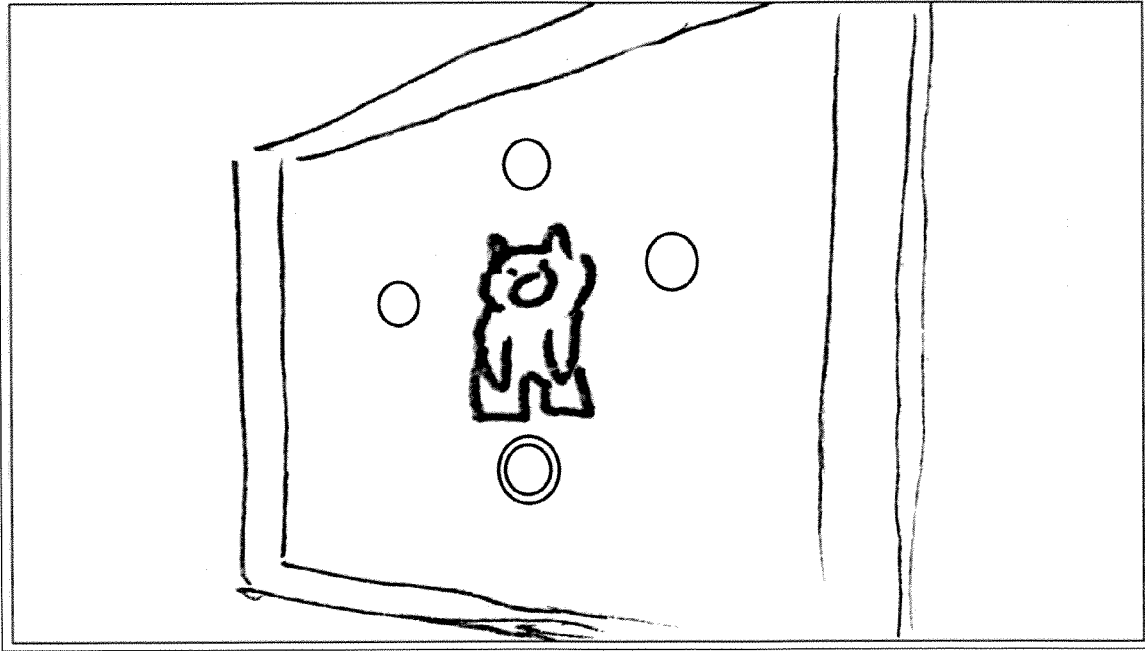
1020-009

Scene 161 Panel 5
cont



Slugging
0.06

Scene 161 Panel 6
cont



Slugging
0.06

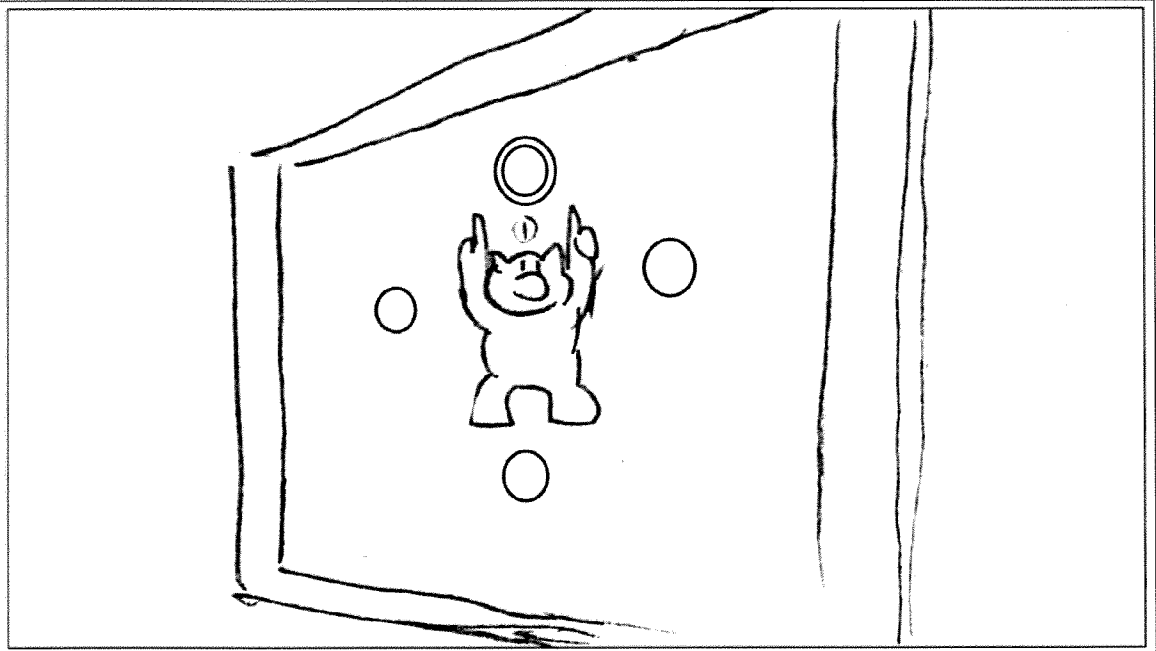
JUN 17 2013

1020-009

1020-009

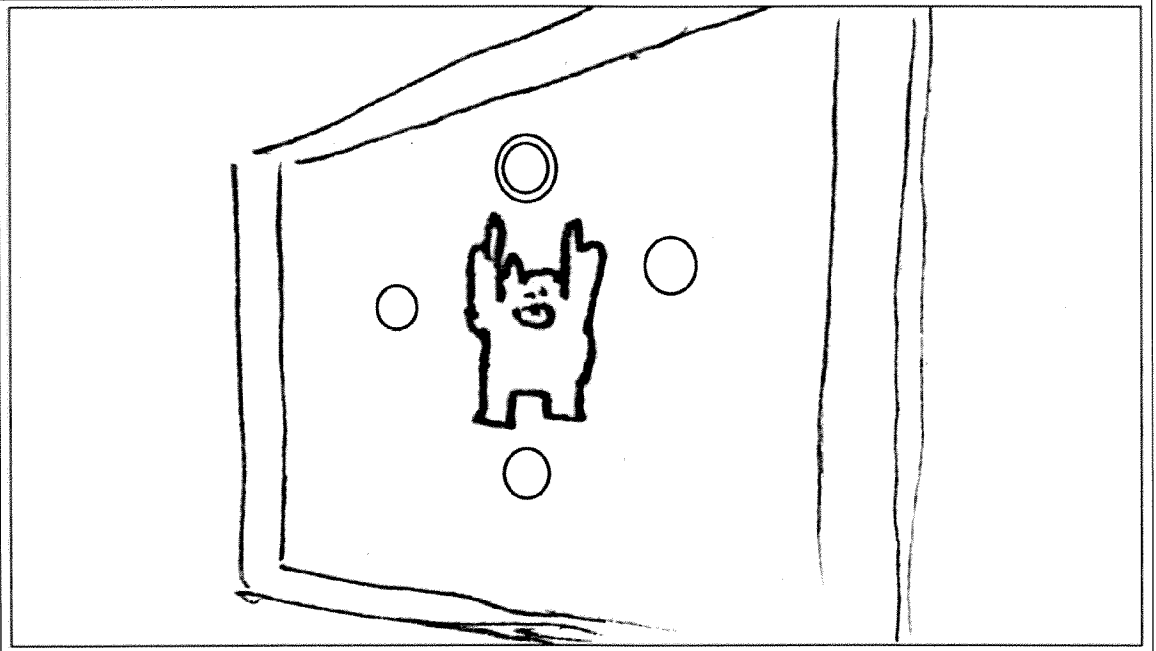
1020-009

Scene 161 Panel 7
cont



Slugging
0.06

Scene 161 Panel 8
cont



Slugging
0.06

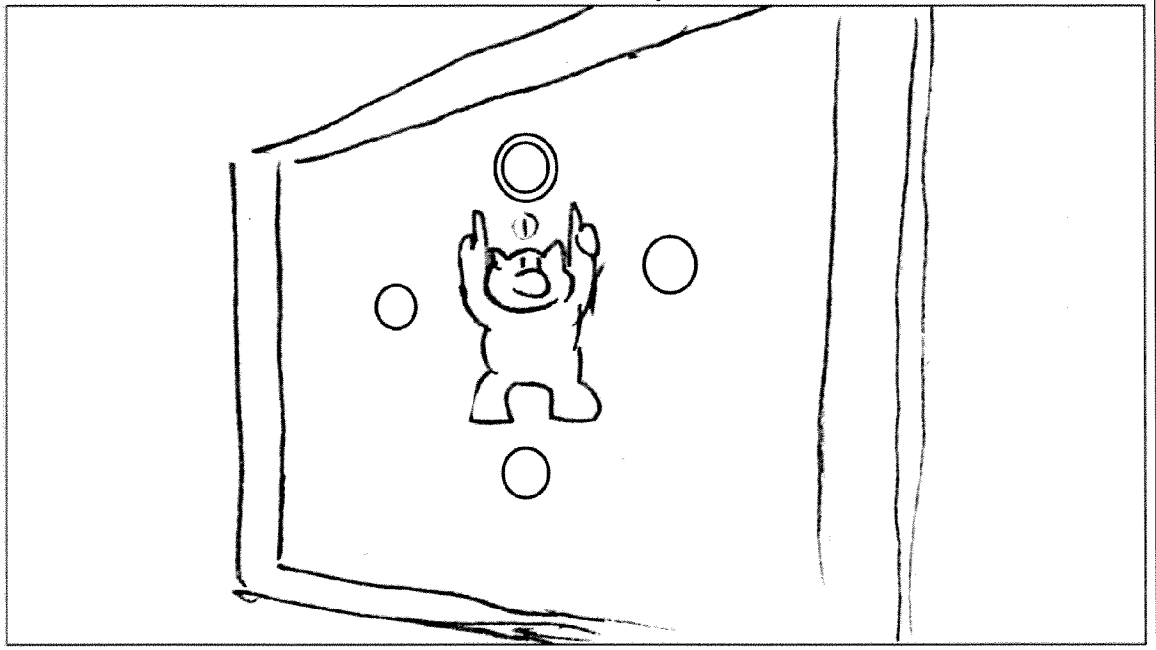
JUN 17 2013

1020.009

1020.009

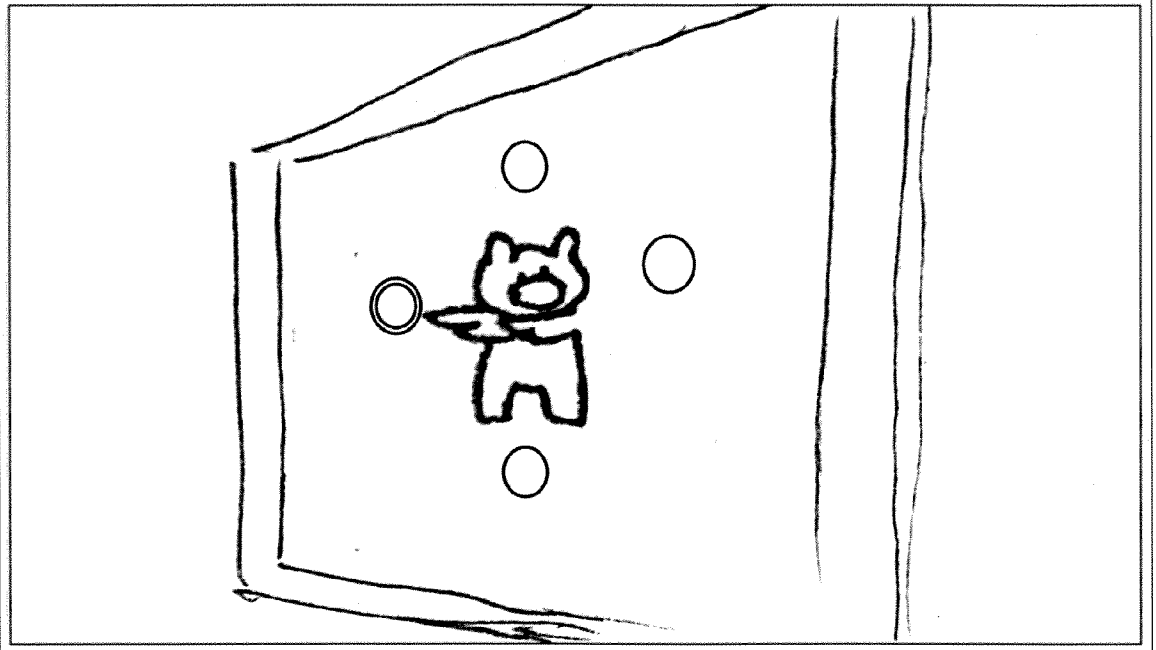
1020.009

Scene 161 Panel 9



Slugging
0.06

Scene 161 Panel 10



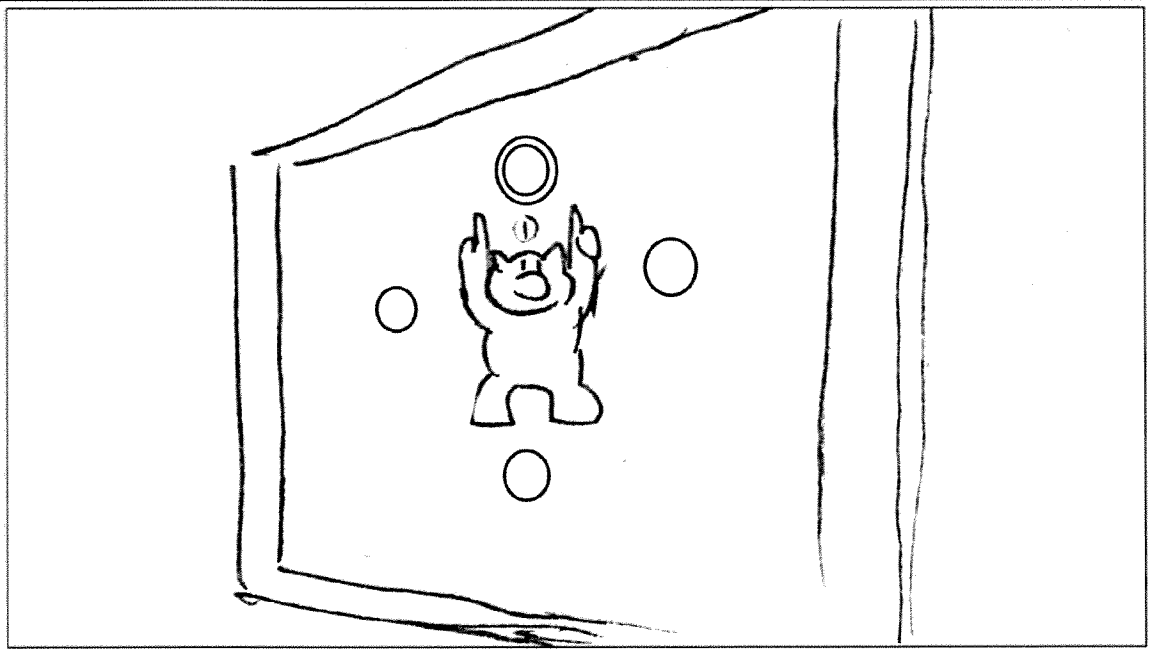
Slugging
0.06

JUN 17 2013

1020-009

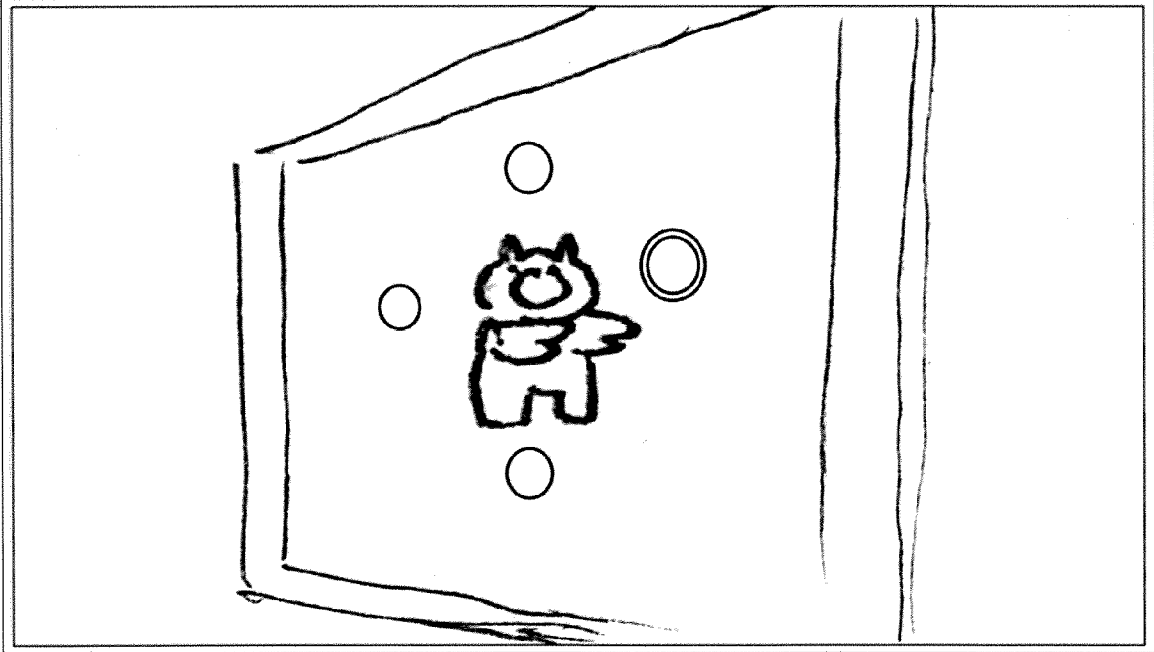
1020-009

Scene 161 Panel 11
cont



Slugging
0.06

Scene 161 Panel 12
cont



Slugging
0.06

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1020.009

1020.009

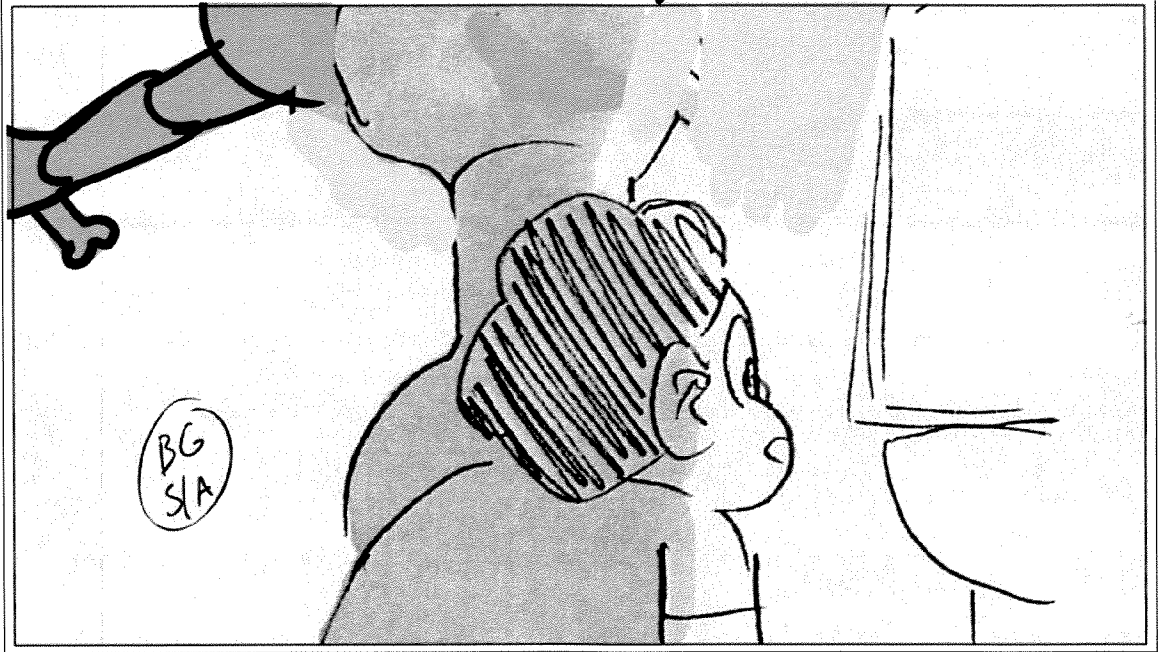
1020.009

Scene	Panel
162	1



Slugging
Panels 1 to 5 = 0.11

Scene	Panel
162	2



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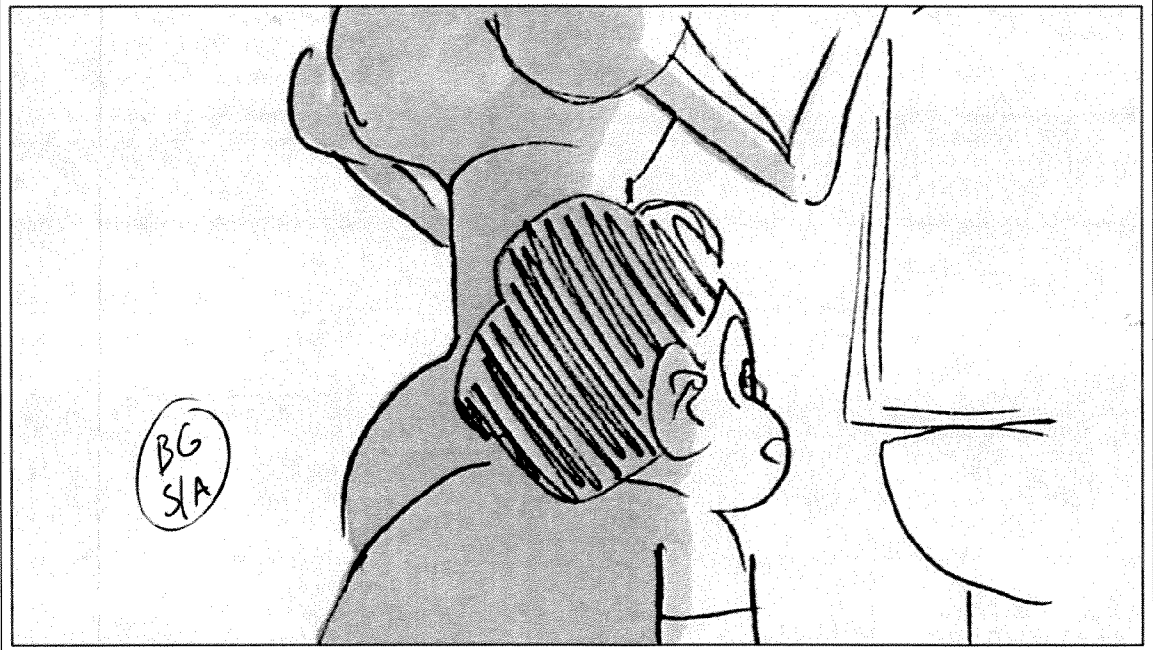
1020.009

1020.009

Scene 162 Panel 3



Scene 162 Panel 4



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1020-009

1020-009

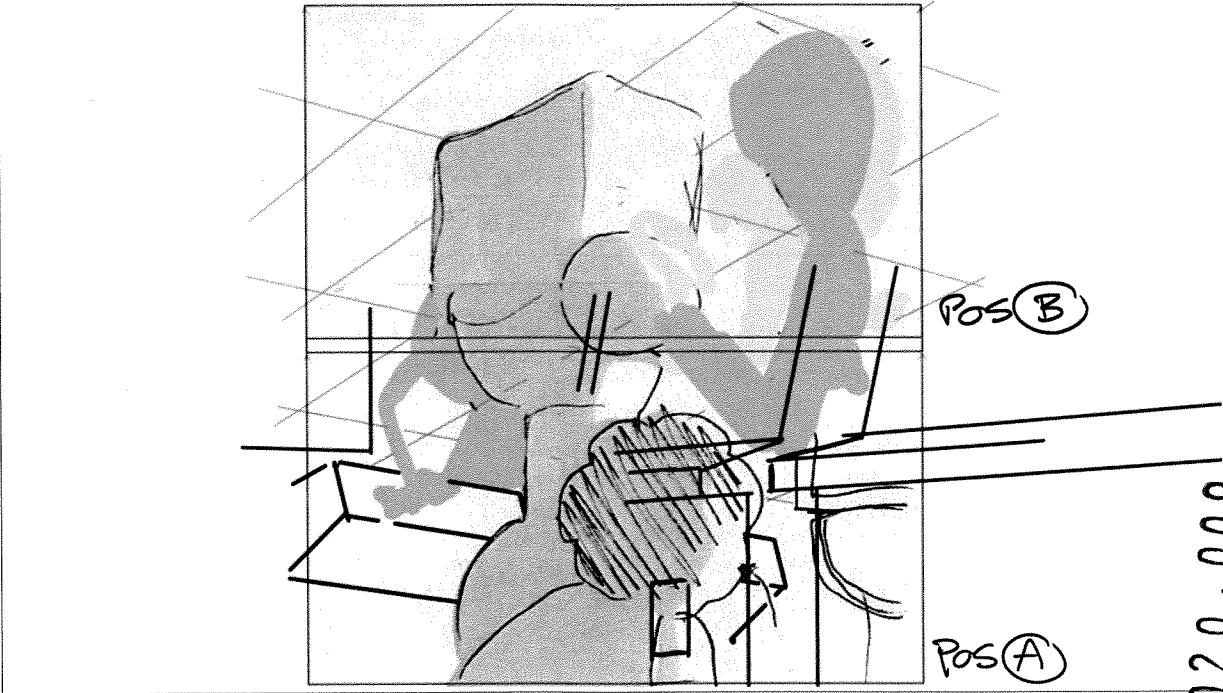
1020-009

Scene 162 cont Panel 5



Action Notes
Steven turns around

Scene 162 cont Panel 6



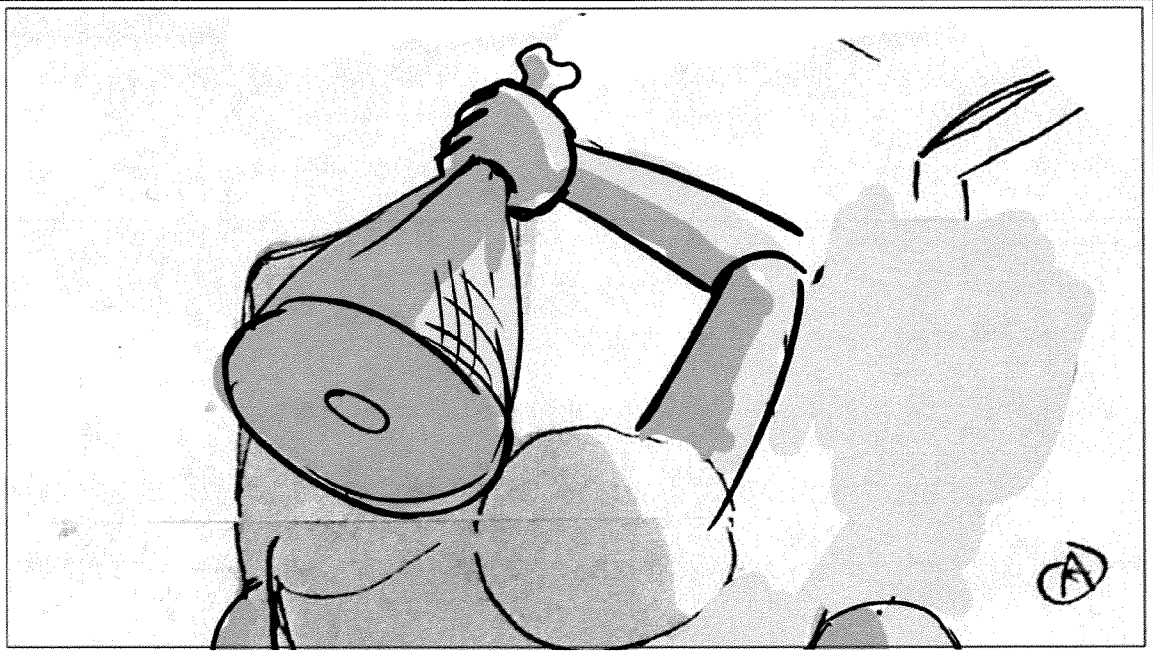
Dialog
STEVEN: BUT YOU GOTTA GET BACK AND HELP THE OTHERS! GARNET?

Action Notes
Then looks up at Garnet
Cycle Garnet arms through scene

Slugging
HOLD: 4.07
Then ADJ: 1.05
Then HOLD: 0.09

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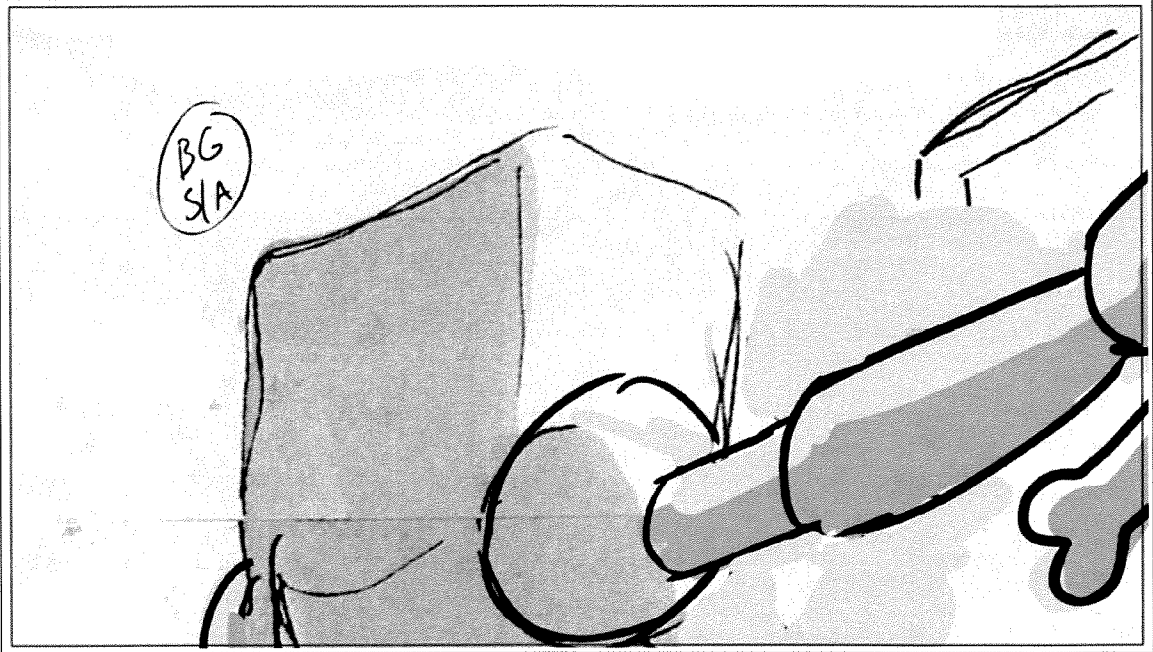
Scene	Panel
162	CONT
	7



Action Notes
Cycle Garnet arms through scene

Slugging
Panels 7 to 9 = 0.11

Scene	Panel
162	CONT
	8



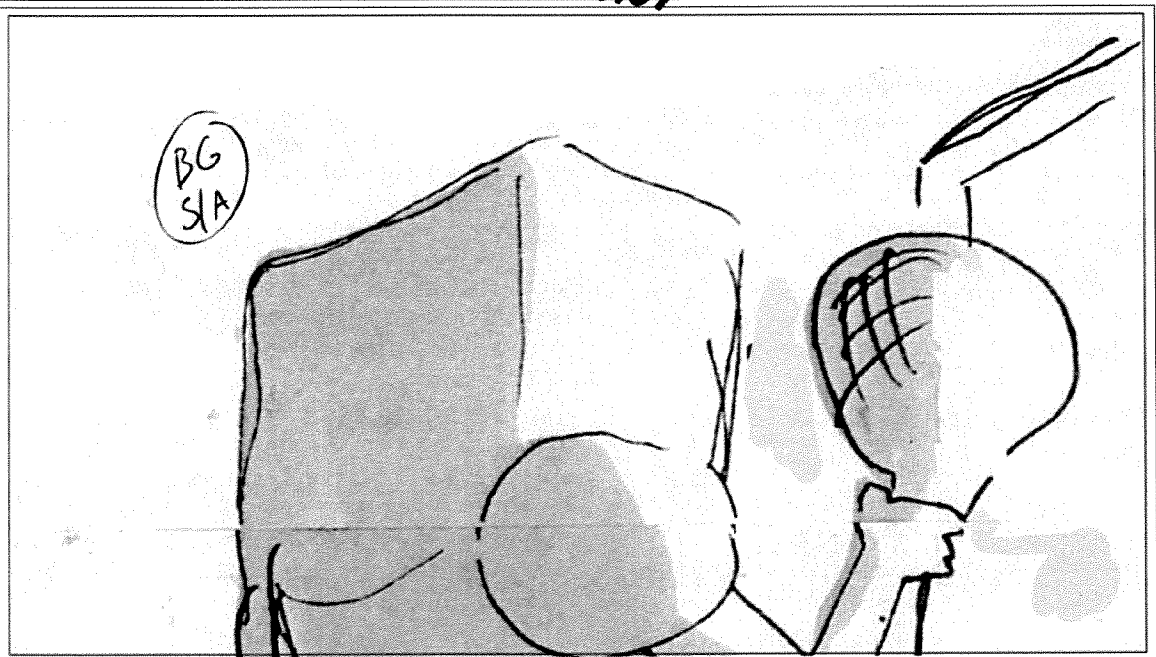
Action Notes
Cycle Garnet arms through scene

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1020.009

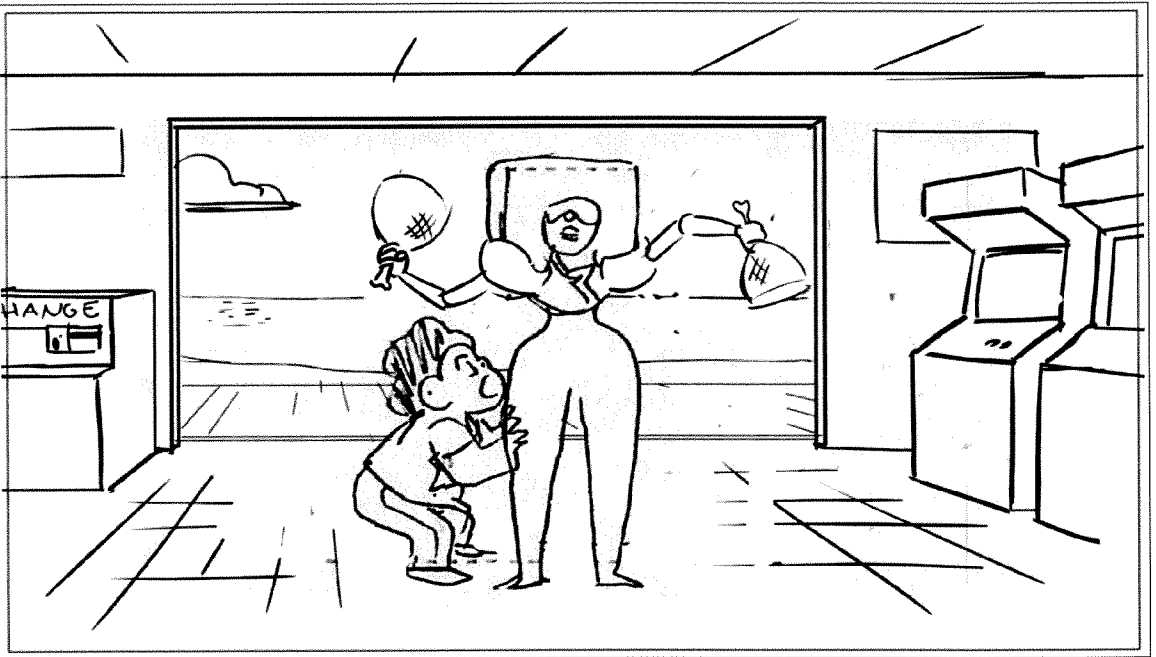
1020.009

Scene 162 Panel 9



Action Notes
Cycle Garnet arms through scene

Scene 163 Panel 1



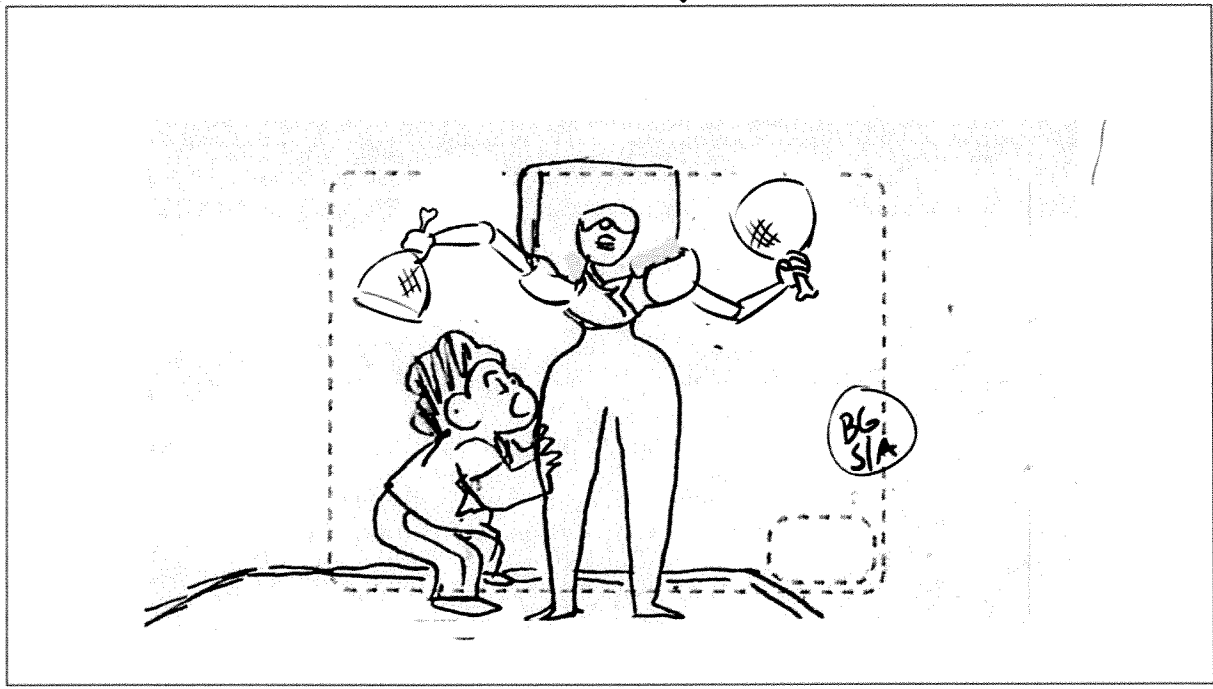
Dialog
STEVEN: GARNET C'MON!

Slugging
Panels 1 + 2 = 2.09
JUN 17 2013

1020.009

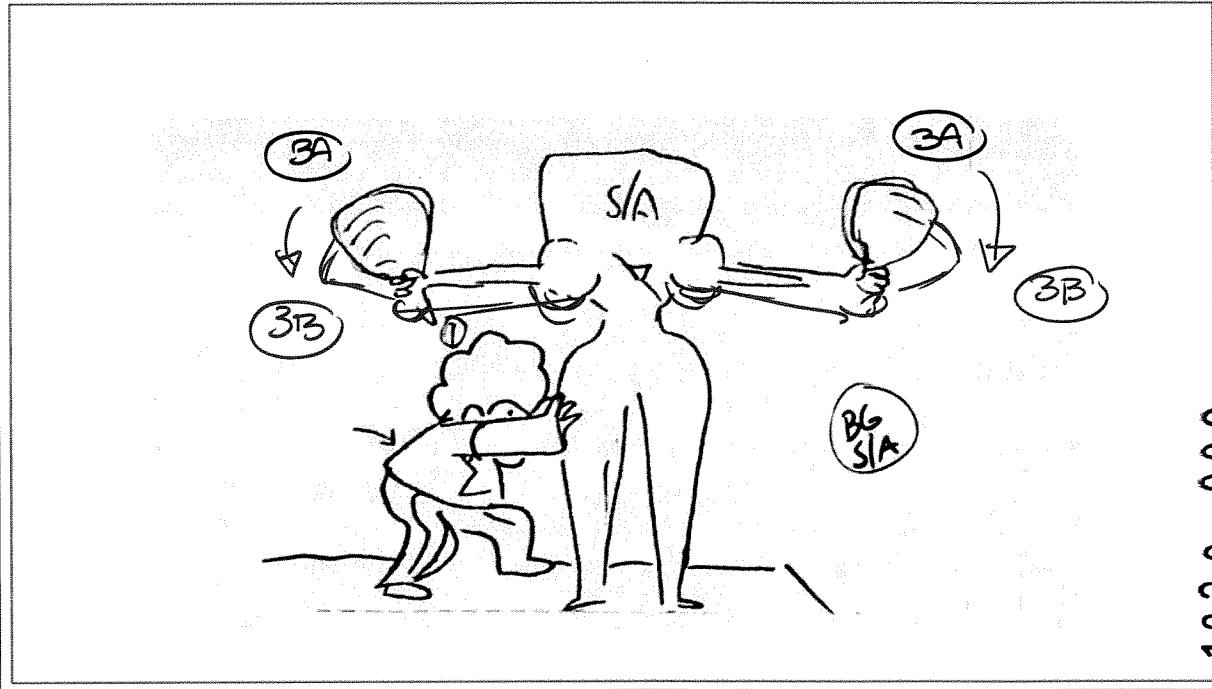
1020.009

Scene 163 Panel 2



Dialog
STEVEN: GARNET C'MON!

Scene 163 Panel 3



Dialog
STEVEN: OOF! UGH!

Action Notes
Steven tries to push Garnet,

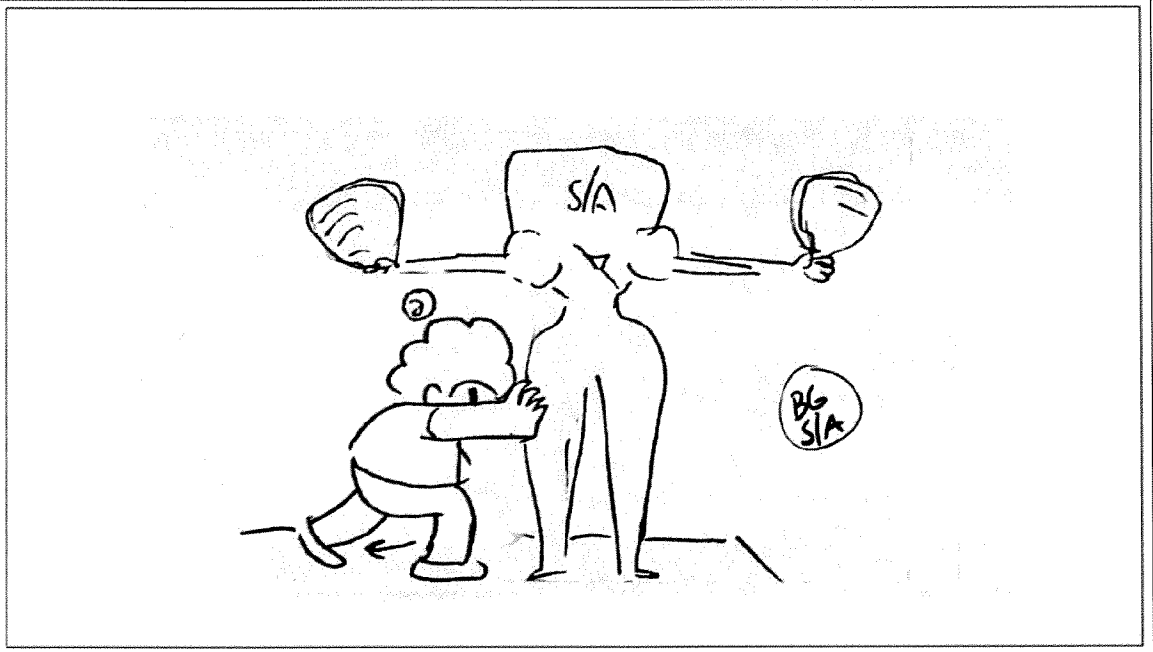
JUN 17 2013

Slugging
1.03

1020.009

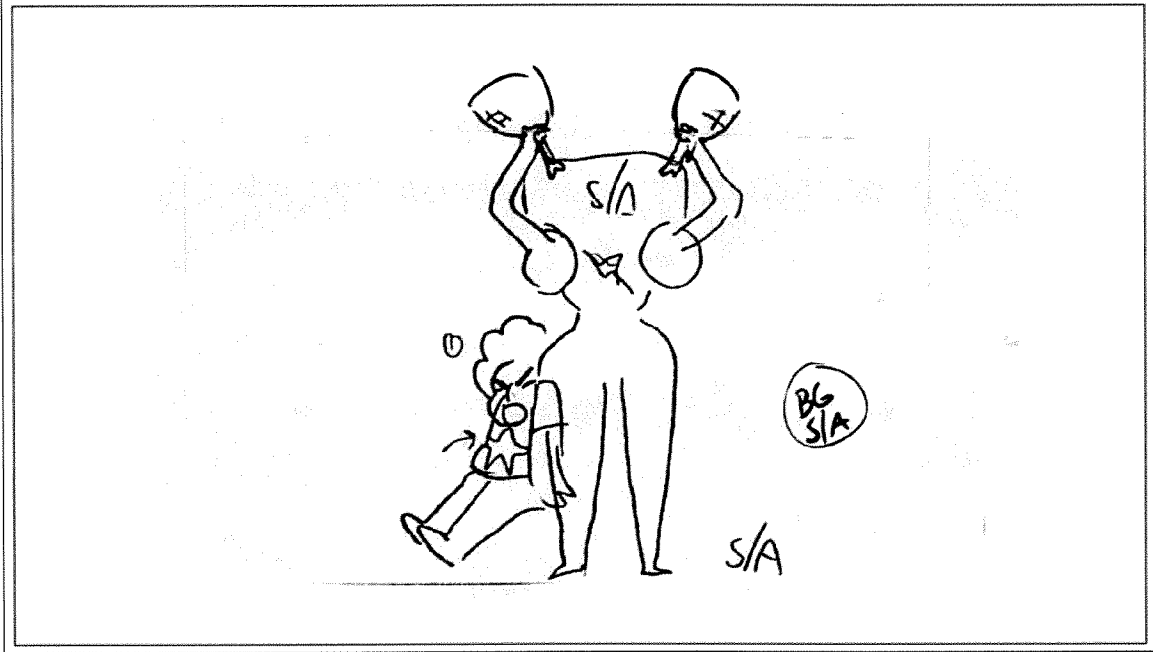
1020.009

Scene 163 Panel 4
CONT



Slugging
1.06

Scene 163 Panel 5
CONT



Dialog
STEVEN: UGH!

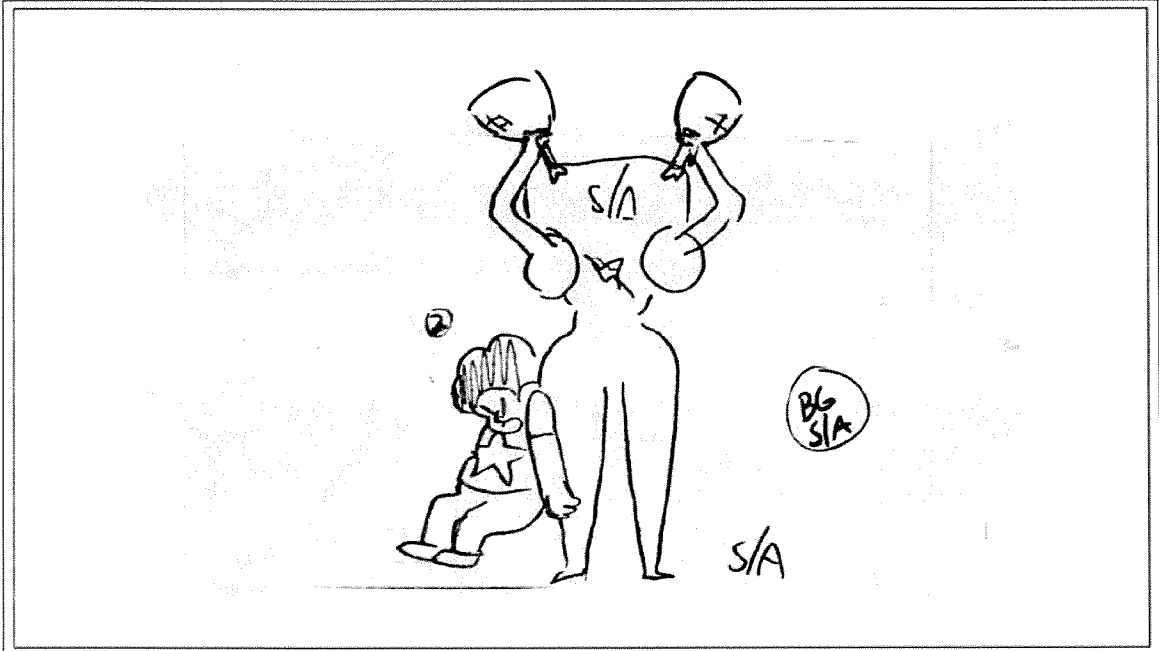
Slugging
0.09

JUN 17 2013

1020.009

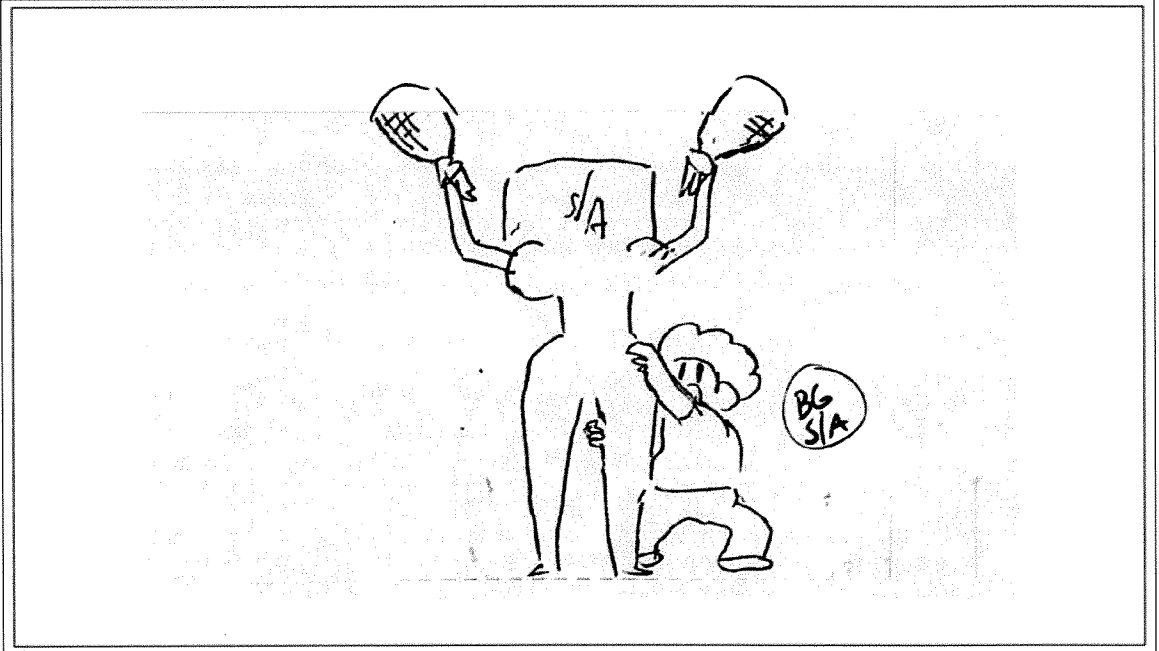
1020.009

Scene 163 Panel 6
CONT



Slugging
0.14

Scene 163 Panel 7
CONT

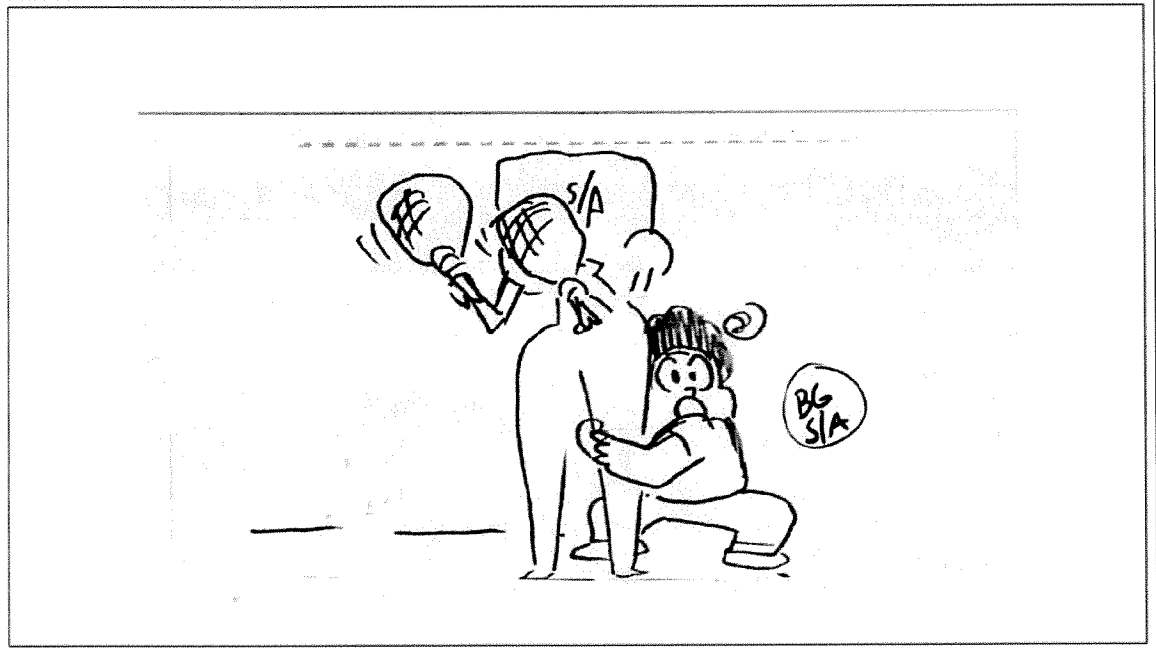


Dialog
STEVEN: GARNET! HEY!

Slugging
2.15

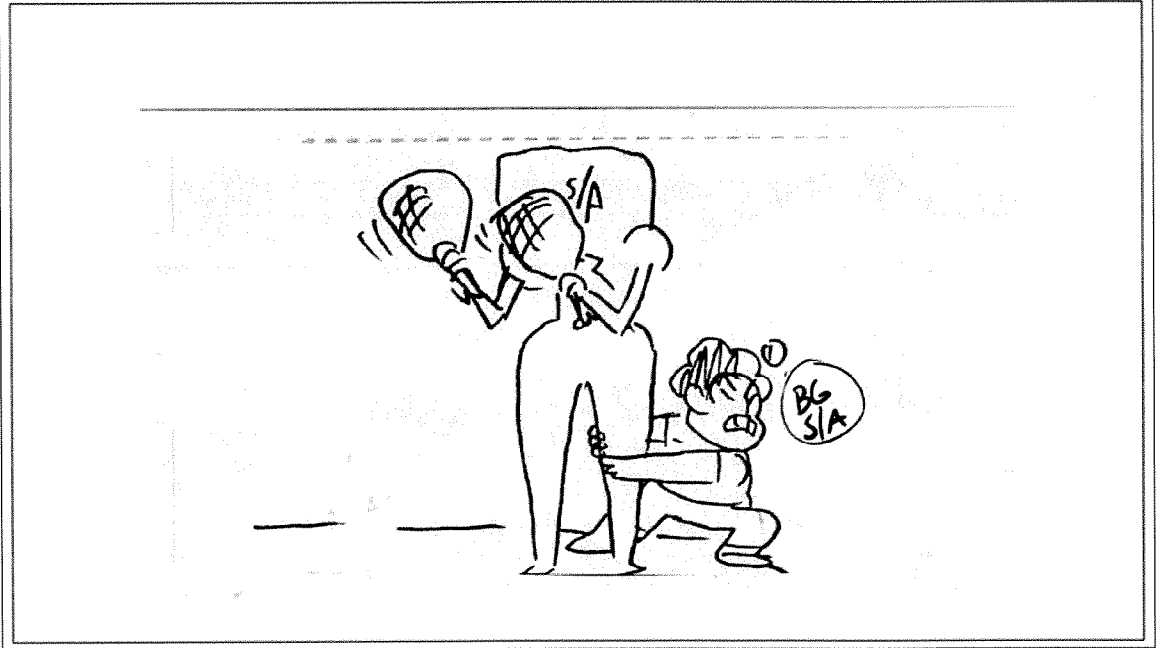
JUN 17 2013

Scene 163 Panel 8
CONT



Slugging
0.04

Scene 163 Panel 9
CONT



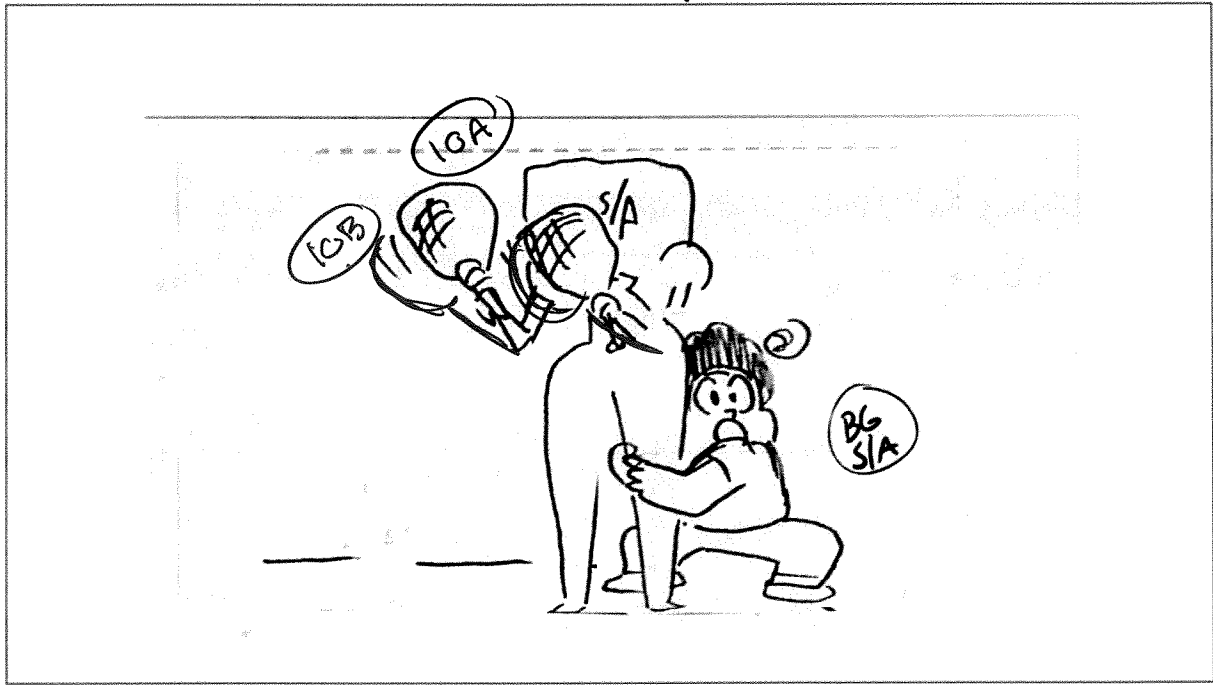
Dialog
STEVEN: UGH!

Slugging
2.03
JUN 17 2013

1020.009

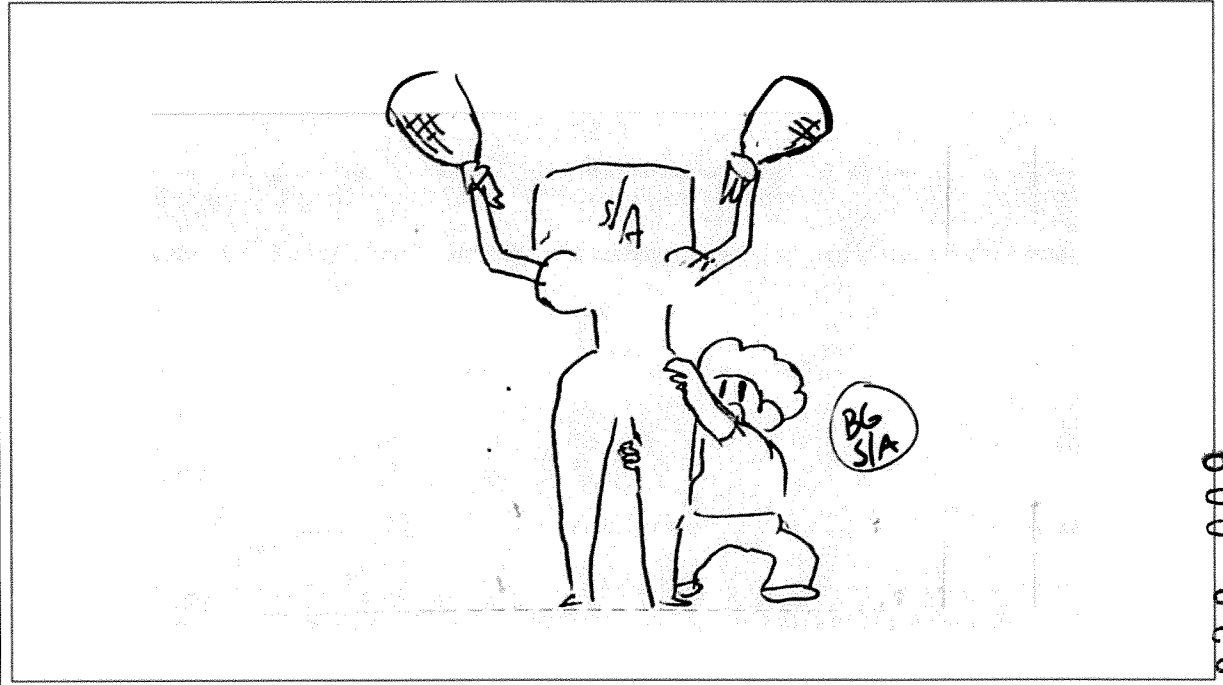
1020.009

Scene 163 CONT Panel 10



Slugging
0.14

Scene 163 CONT Panel 11

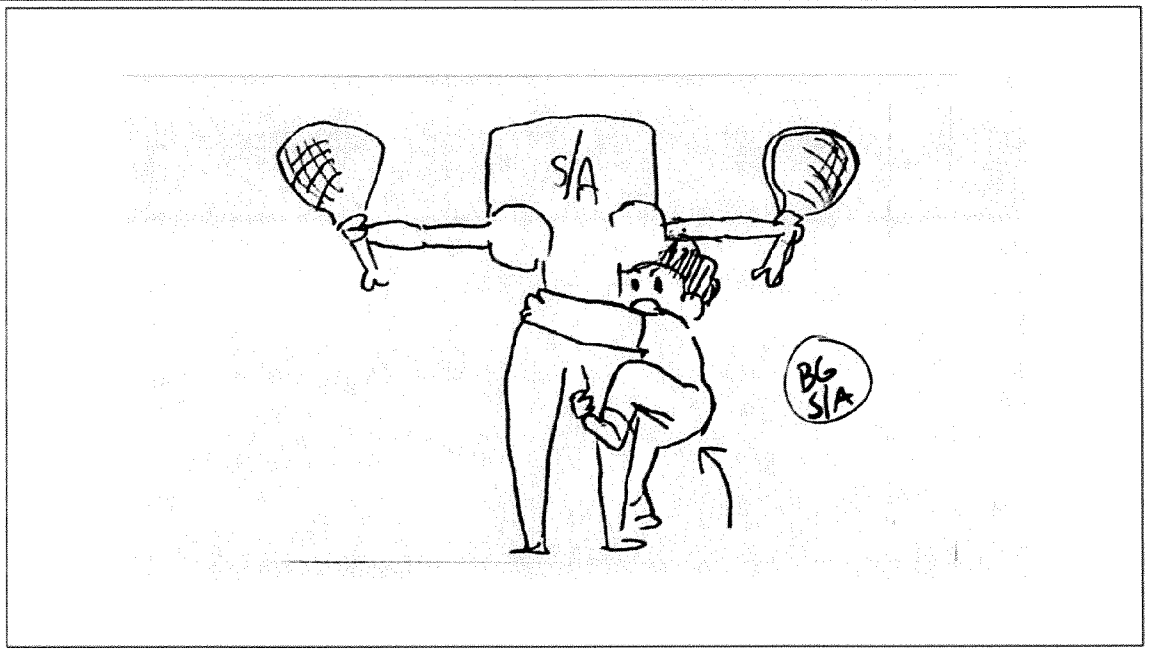


Dialog
STEVEN: THIS IS SERIOUS.

Slugging
2.03

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Scene 163 Panel 12

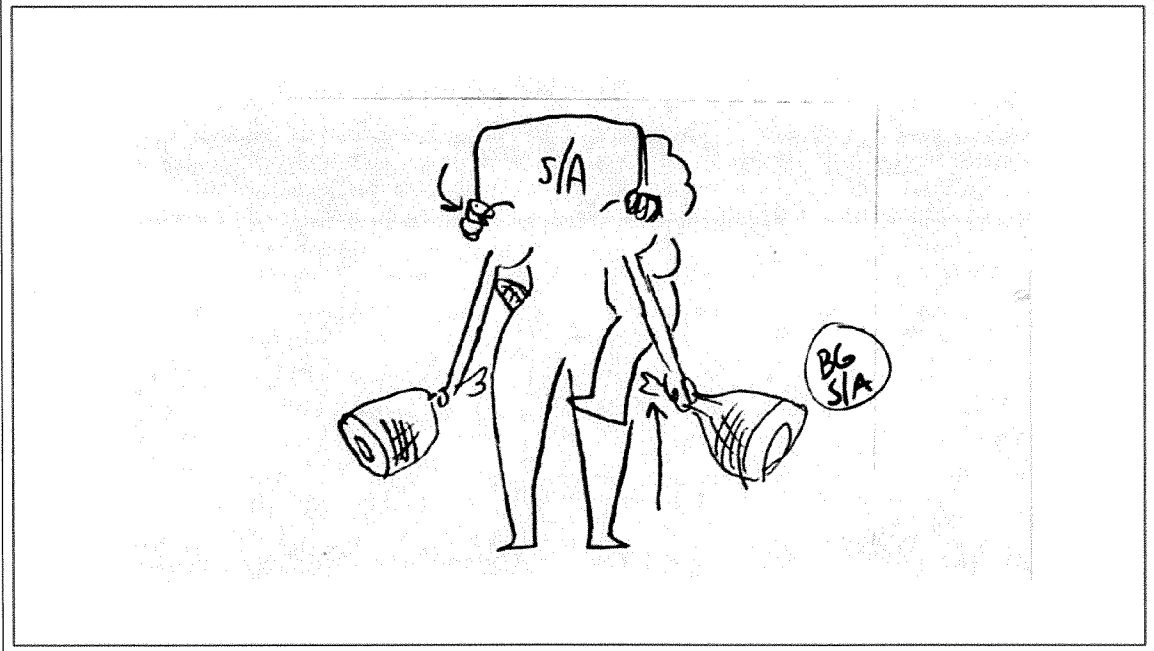


Dialog
STEVEN: PEARL AND AMETHYST ARE IN TROUBLE!

Action Notes
Steven climbs up Garnet

Slugging
1.15

Scene 163 Panel 13



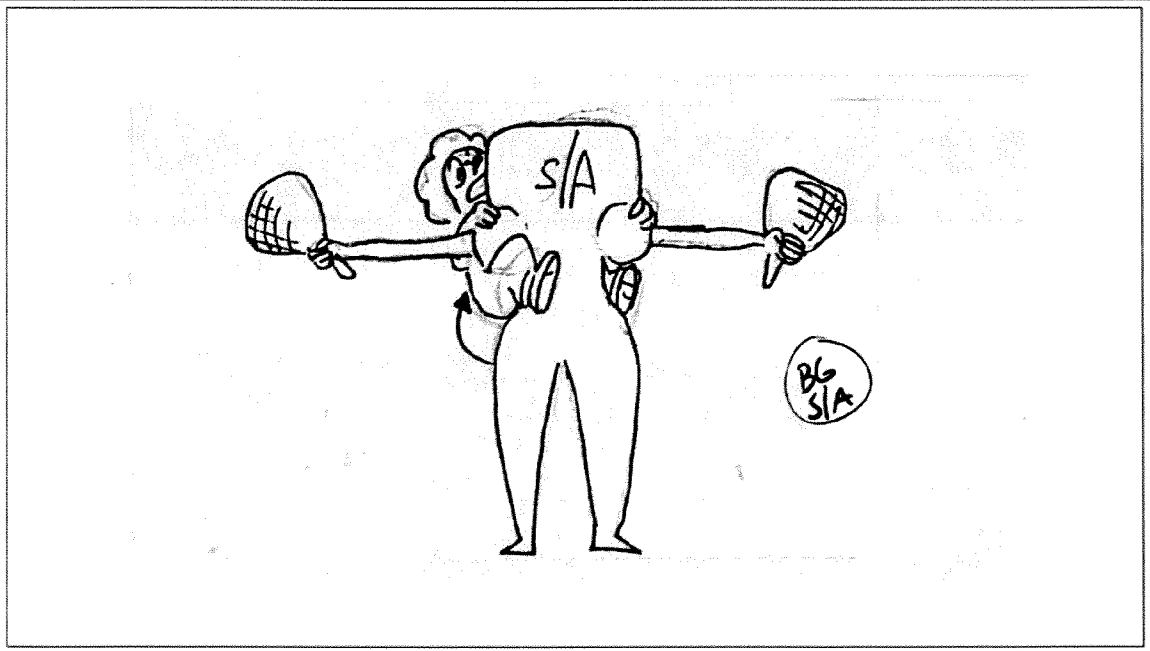
Slugging
1.09

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1020-009

Scene	Panel
163	14



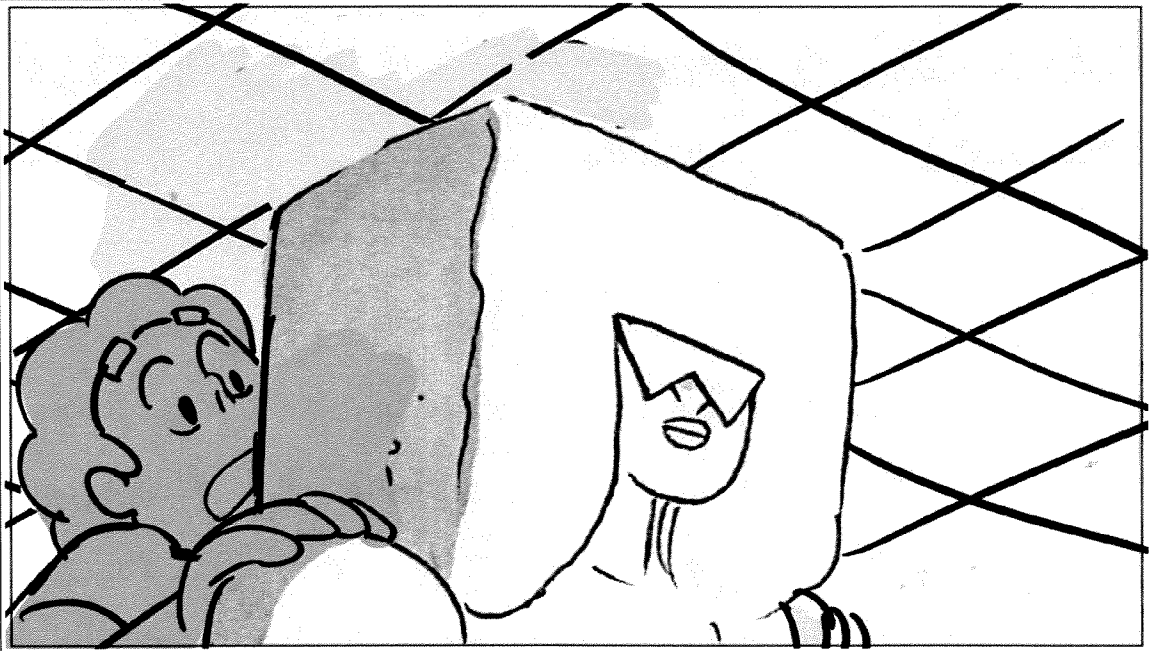
Dialog

STEVEN: GARNET, WHY ARE

Slugging

2.11

Scene	Panel
164	1



Slugging

Panels 1 + 2 = 1.11

Notes

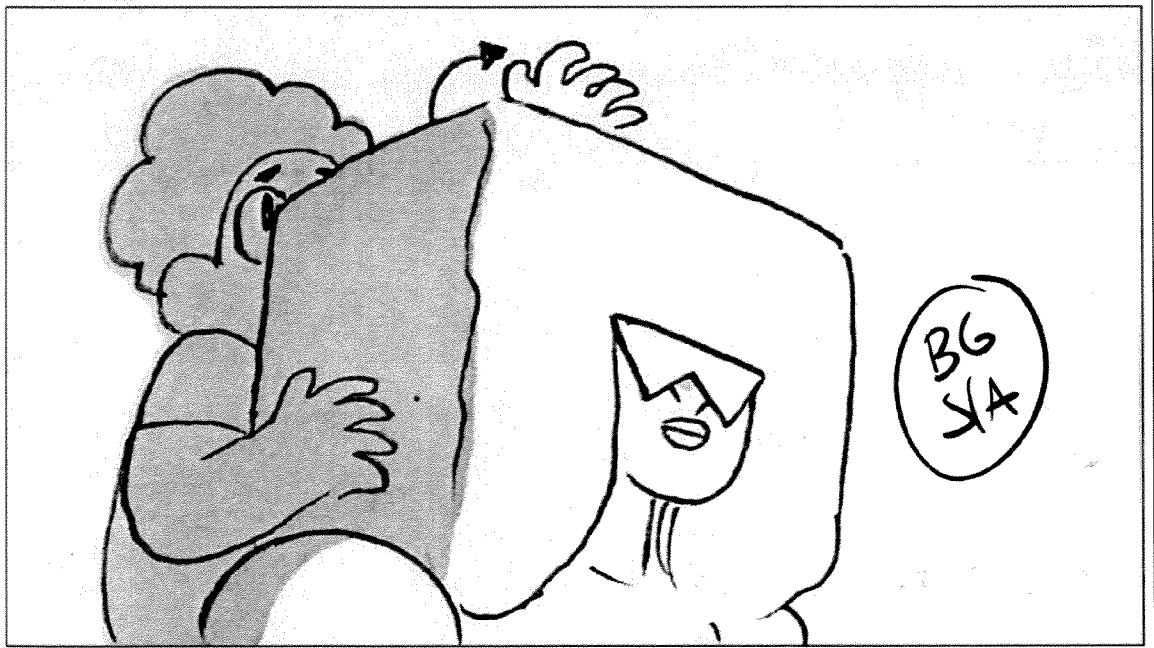
H.U. Steven to previous.

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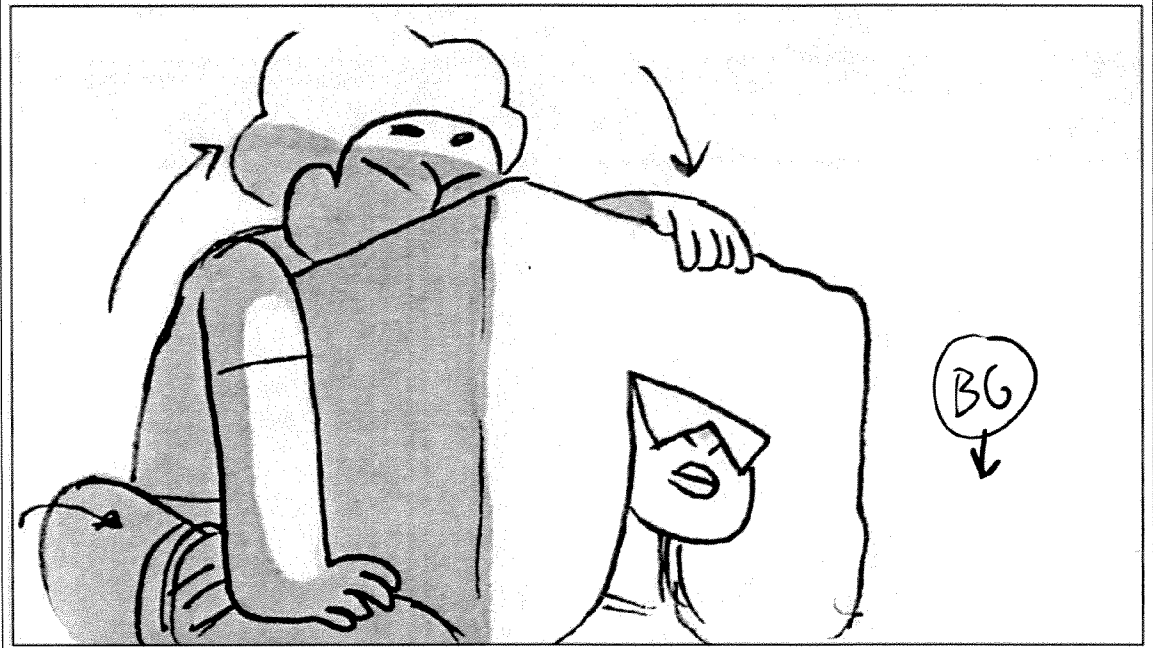
1020.009

Scene 164 Panel 2



Dialog
STEVEN: ...YOU...

Scene 164 Panel 3



Dialog
STEVEN: ...SO...

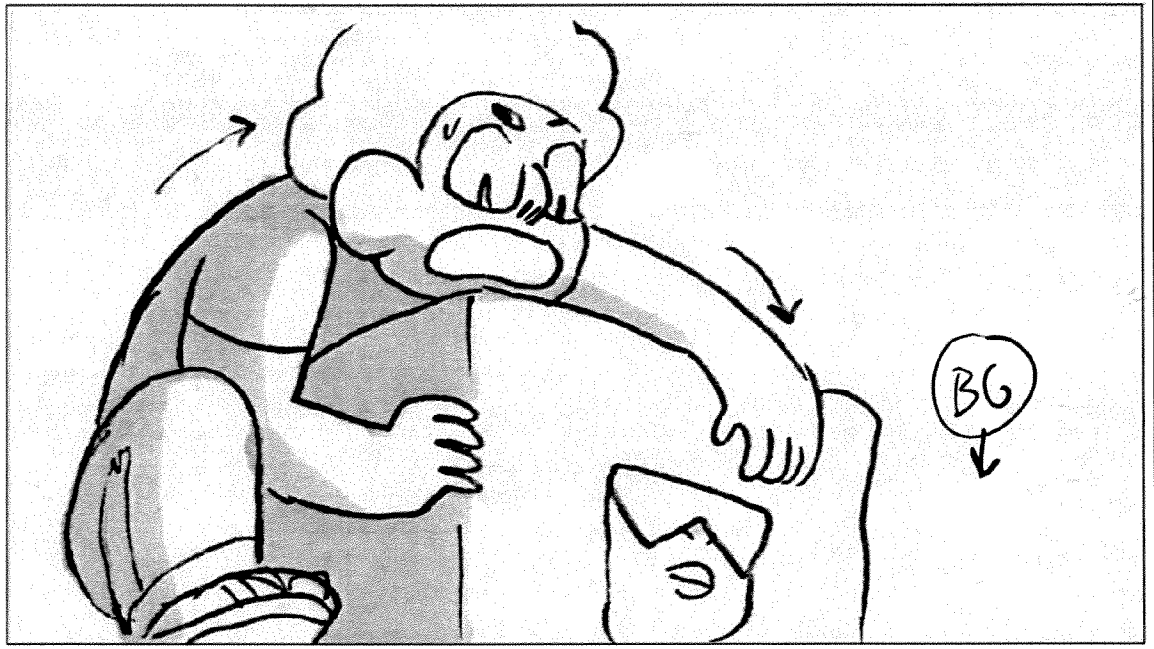
Slugging
1.05

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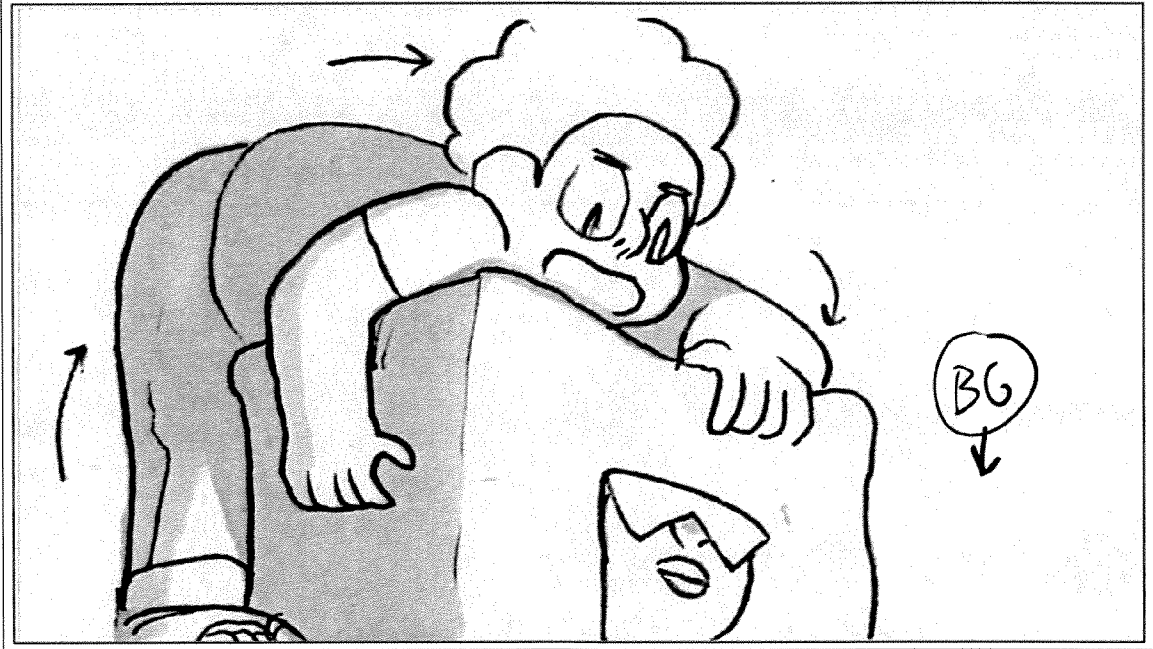
Scene 164 Panel 4
CONT



Dialog
STEVEN: ...HARD...

Slugging
1.08

Scene 164 Panel 5
CONT



Dialog
STEVEN: ...TO CLIMB?

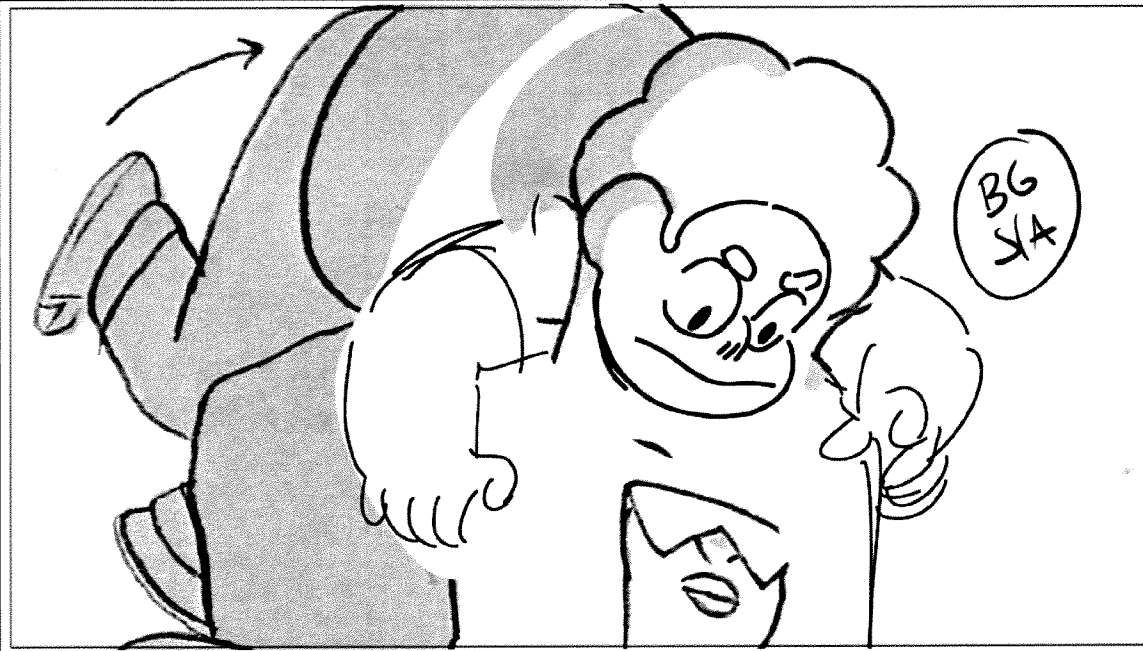
Slugging
2.05
JUN 17 2013

1020.009

1020.009

Scene	Panel
164	cont

6



Slugging
0.09

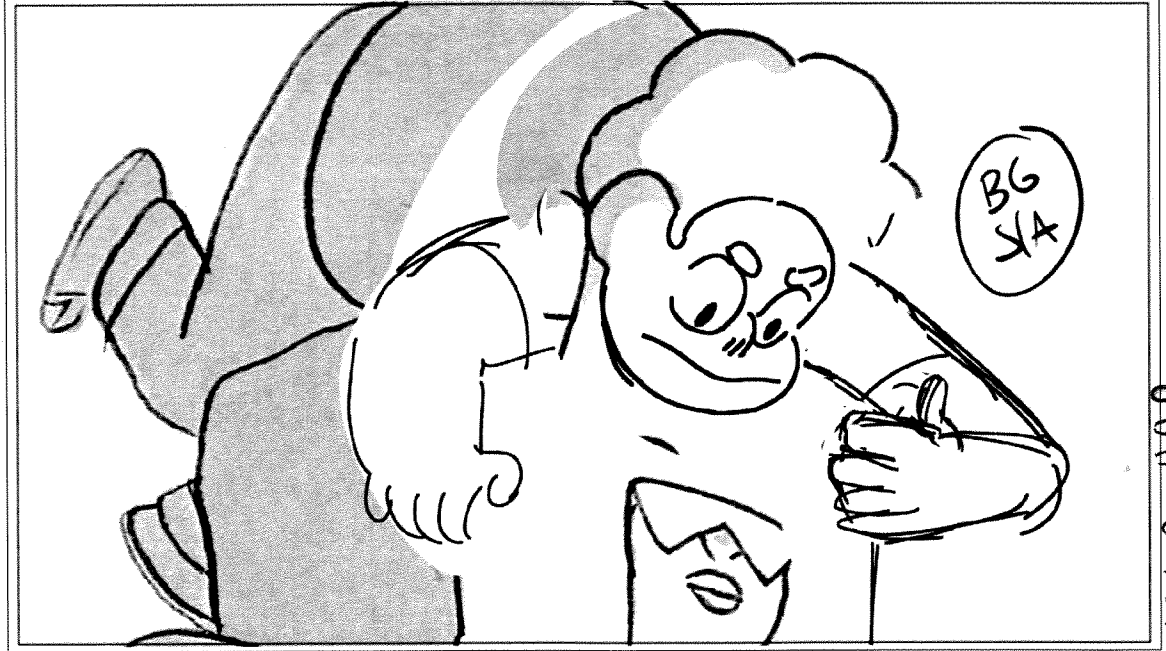
Scene

Panel

164

cont

7



Action Notes

Steven waves his hand in front of garnet's eyes twice.

Slugging

Panels 7 + 8 x 2 = 0.11

Total frames for repeat: 1.06

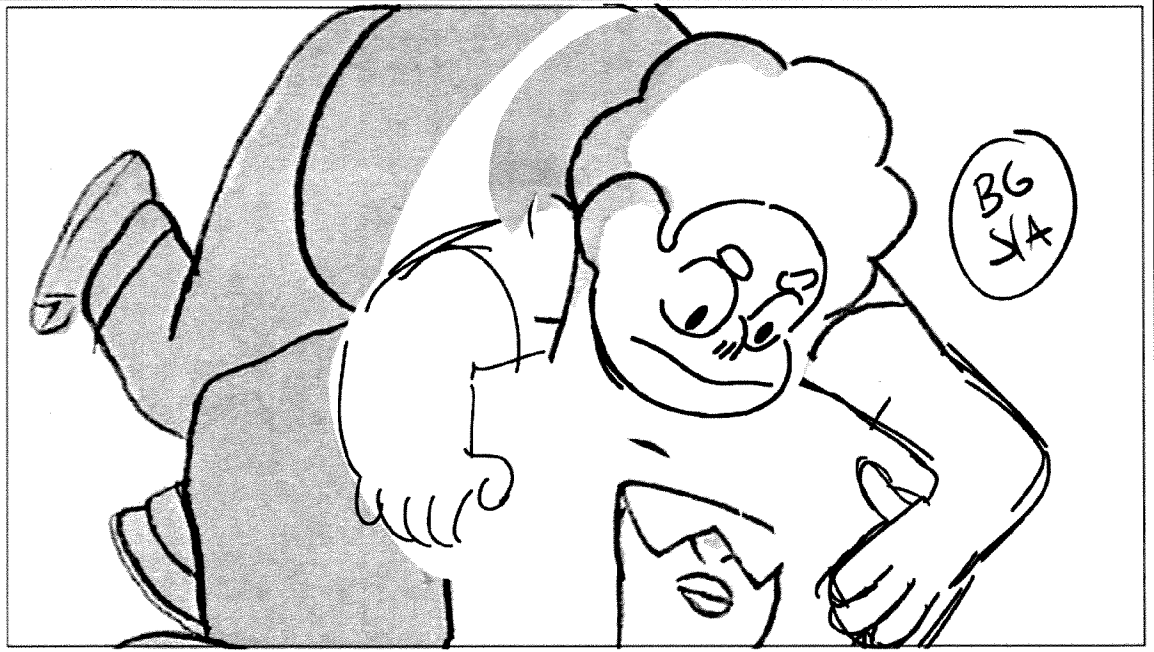
JUN 17 2013

1020-009

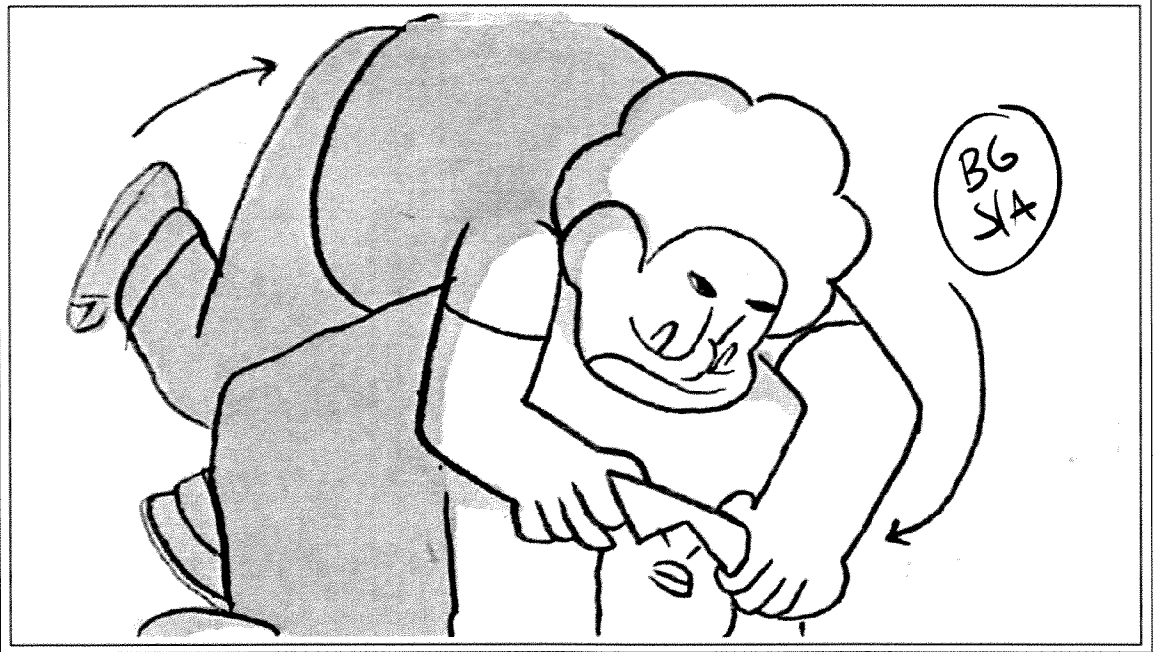
1020-009

1020-0701

Scene 164 Panel 8



Scene 164 Panel 9



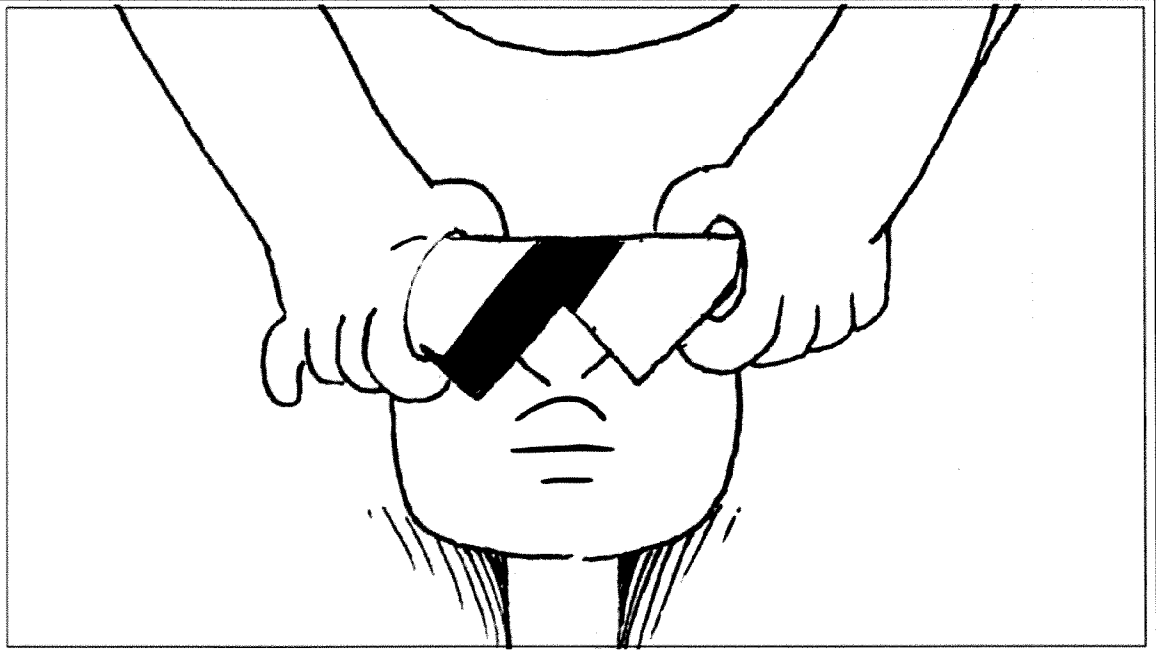
Dialog
STEVEN: GARNET!

Slugging
1.15
JUN 17 2013

1020.009

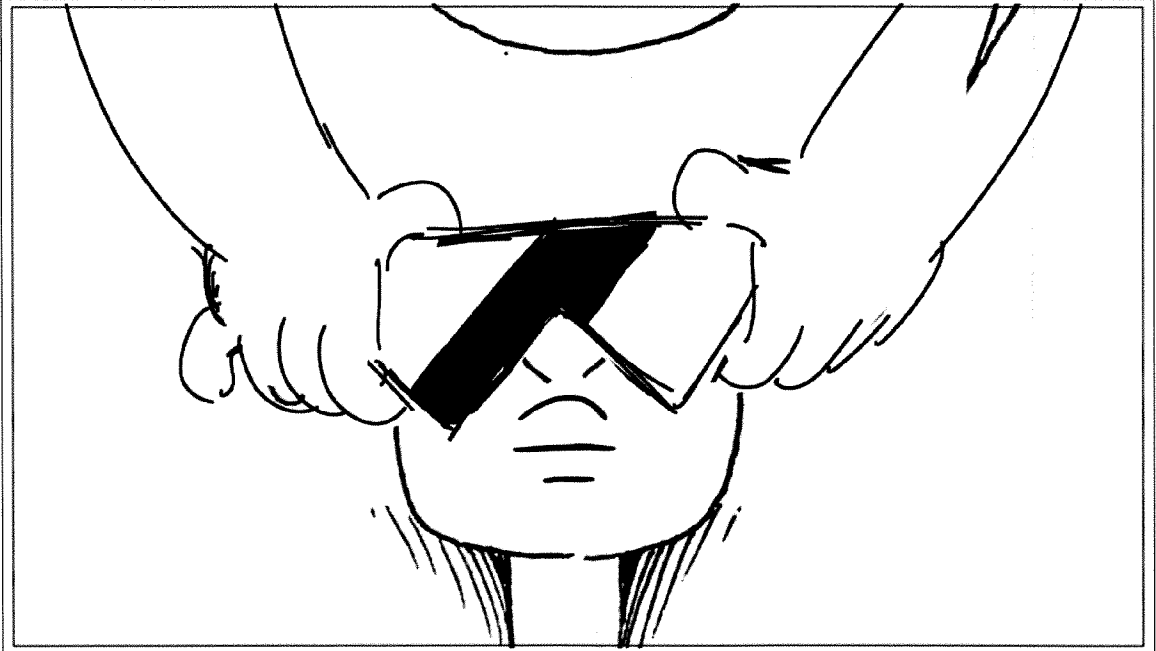
1020.009

Scene	Panel
165	1



Slugging
0.04

Scene	Panel
165	2



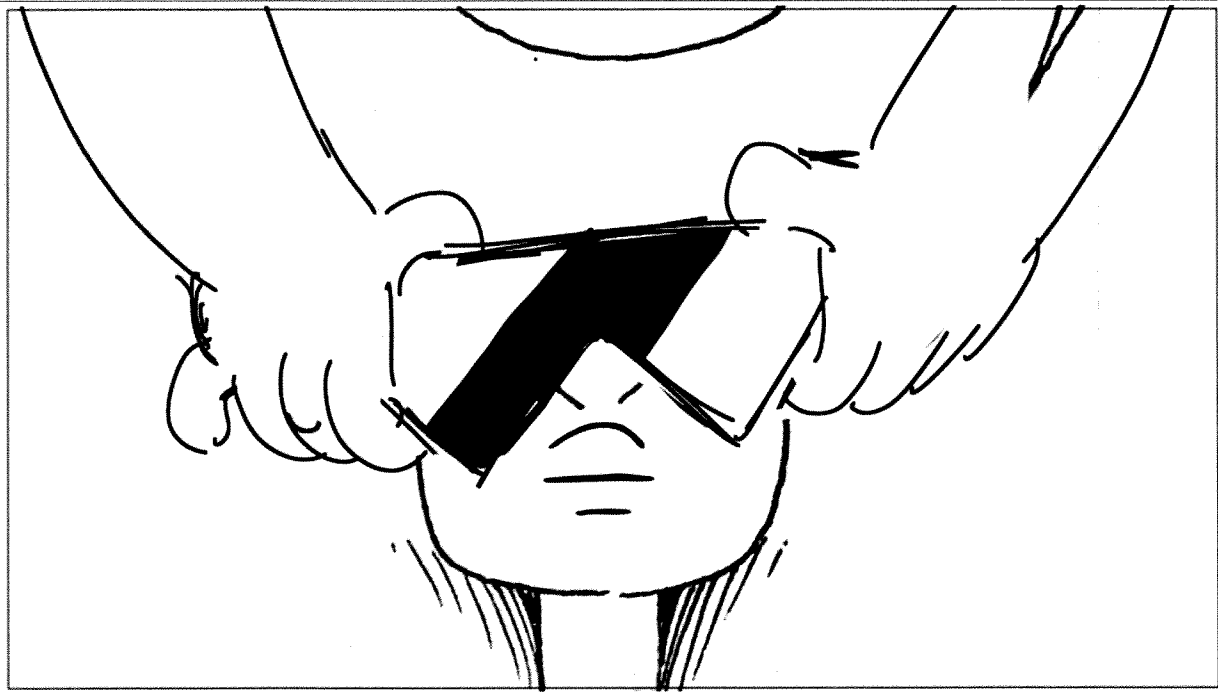
Slugging
0.04

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1020.009

1020.009

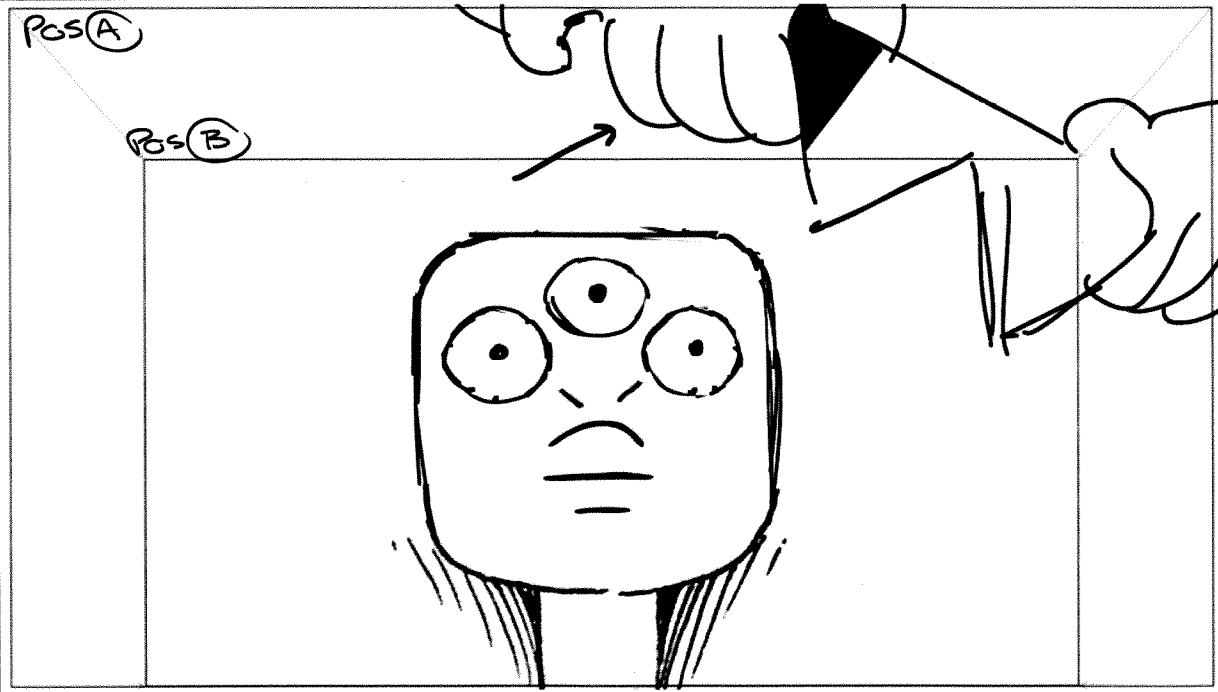
Scene 165 Panel 3



Action Notes
Steven takes off Garnet glasses.

Slugging
0.04

Scene 165 Panel 4

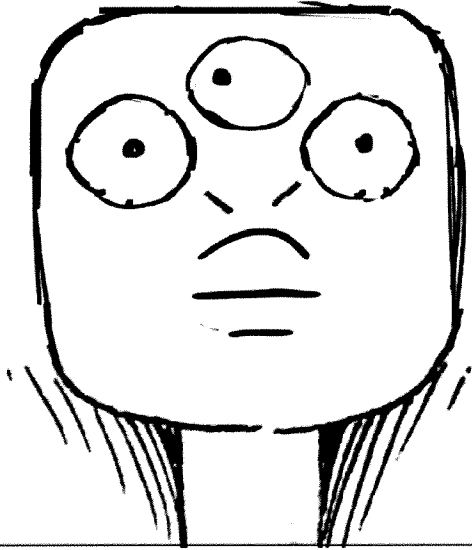


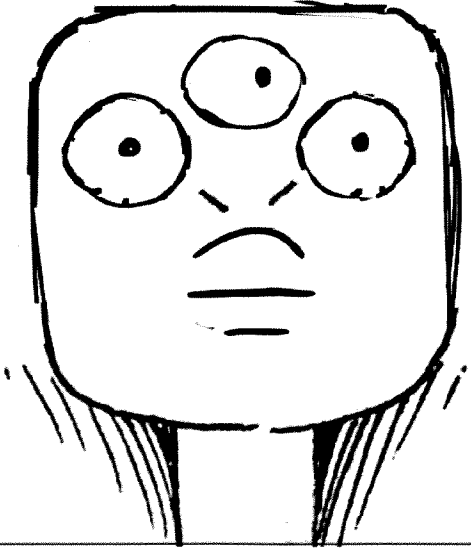
Action Notes
Truck in to Garnet face.

Slugging
Panels 4 to 9 = 3.00
JUN 17 2013
ADJ: 0.04
Then: close-ups of eye movements.

1020-009

1020-009

Scene	Panel
165	cont 5
	
Dialog GAME THAT'S RARE!	
Action Notes Garnet's third eye looks around.	
Slugging 0.09	

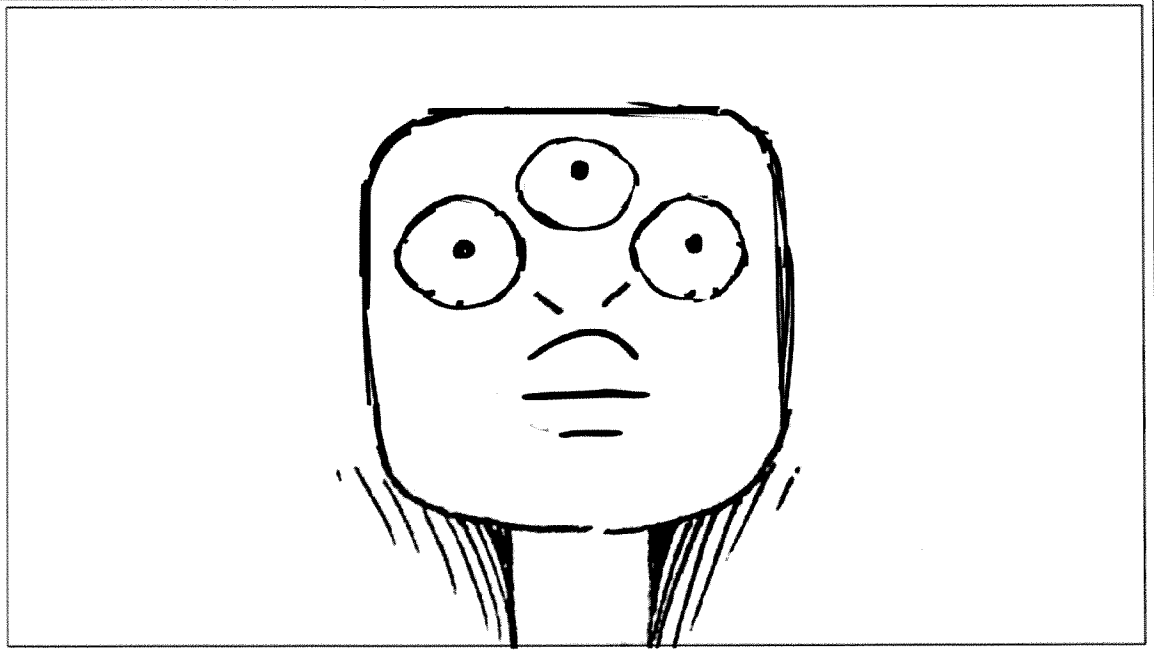
Scene	Panel
165	cont 6
	
Slugging 0.05	
JUN 17 2013	

1020-009

1020-009

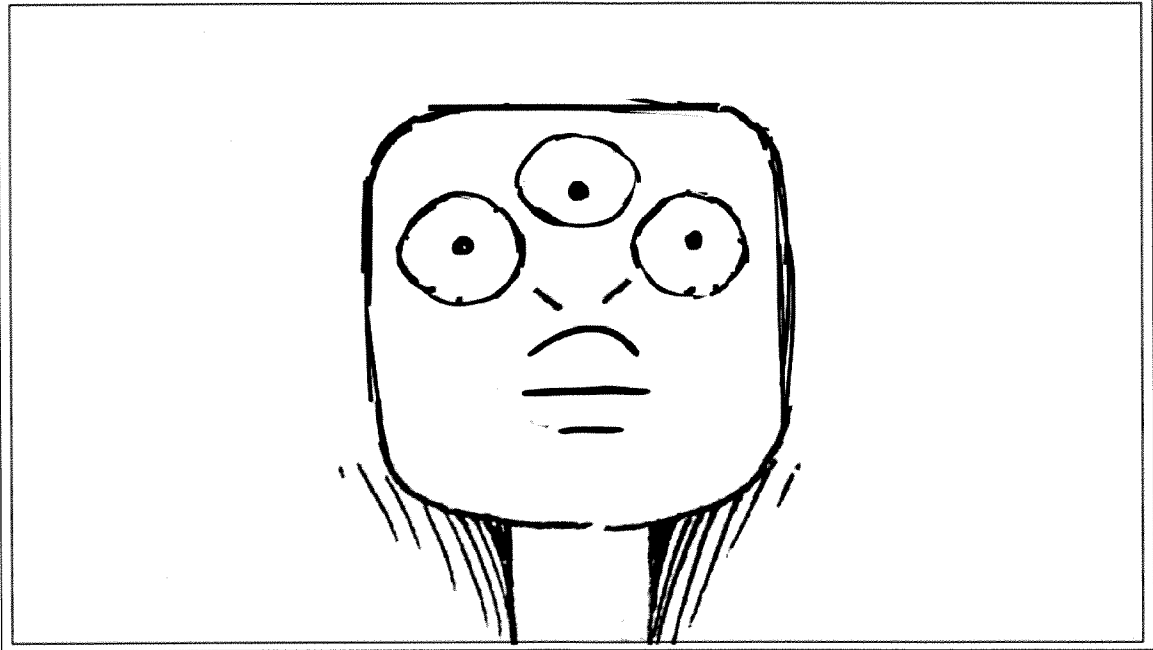
1020-009

Scene	Panel
165	cont
	7



Slugging
0.06

Scene	Panel
165	cont
	8



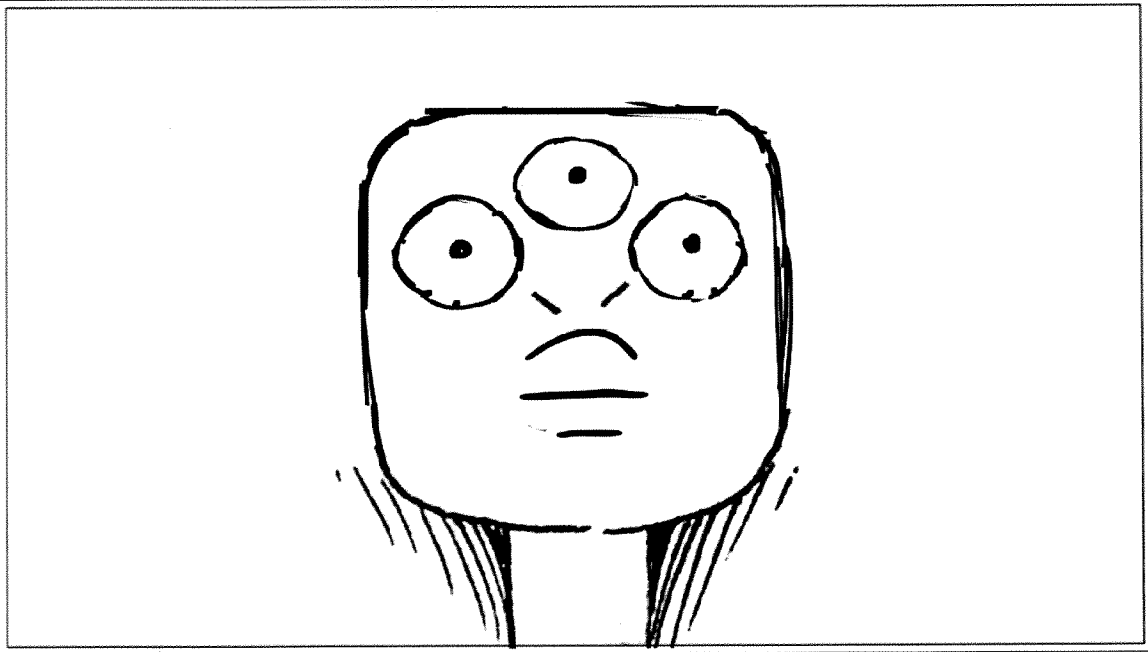
Slugging
0.06

JUN 17 2013

1020-009

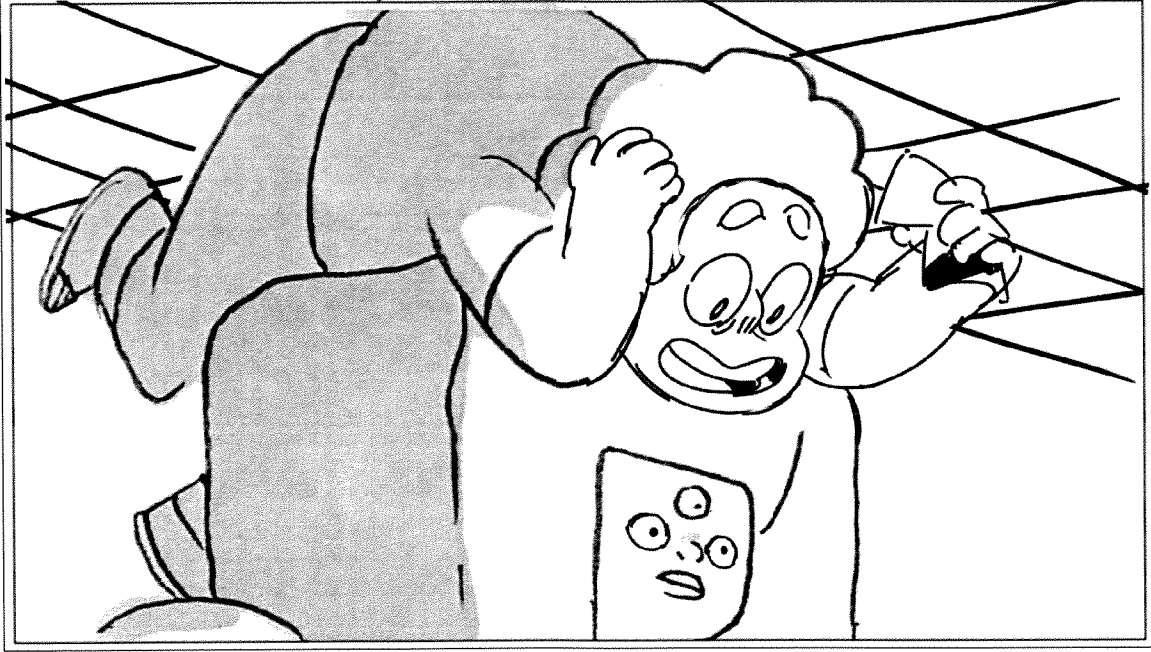
1020-009

Scene 165 Panel 9



Slugging
0.06

Scene 166 Panel 1



Dialog
STEVEN: OH MY...

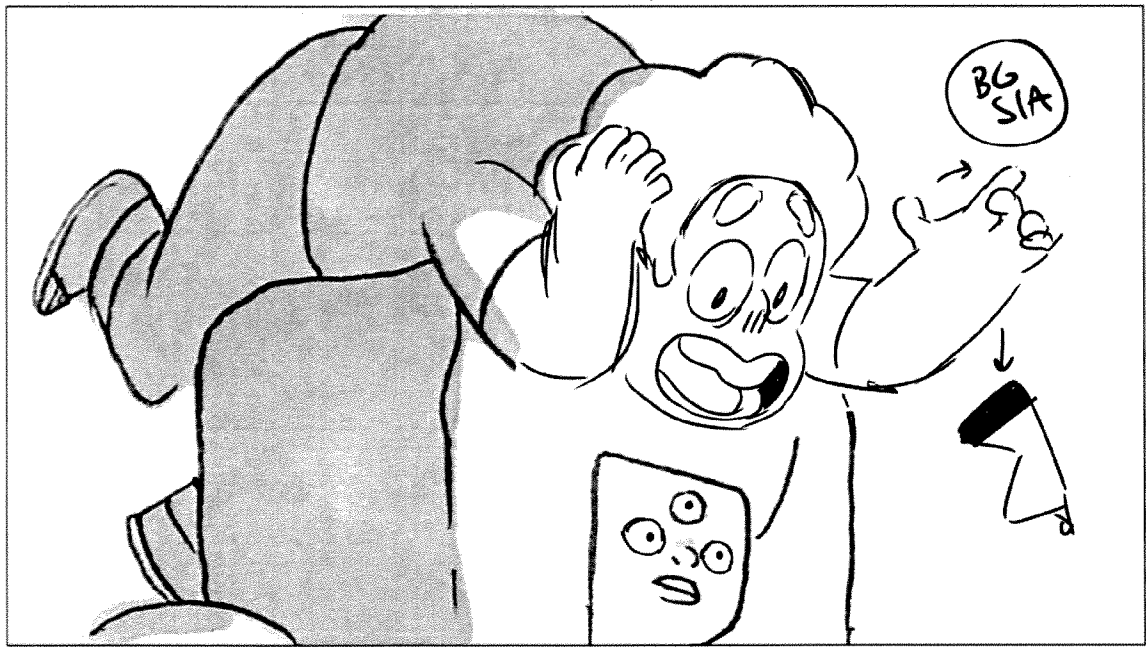
Slugging
1.09
JUN 17 2013

1020.009

1020.009

1020.009

Scene 166 Panel 2

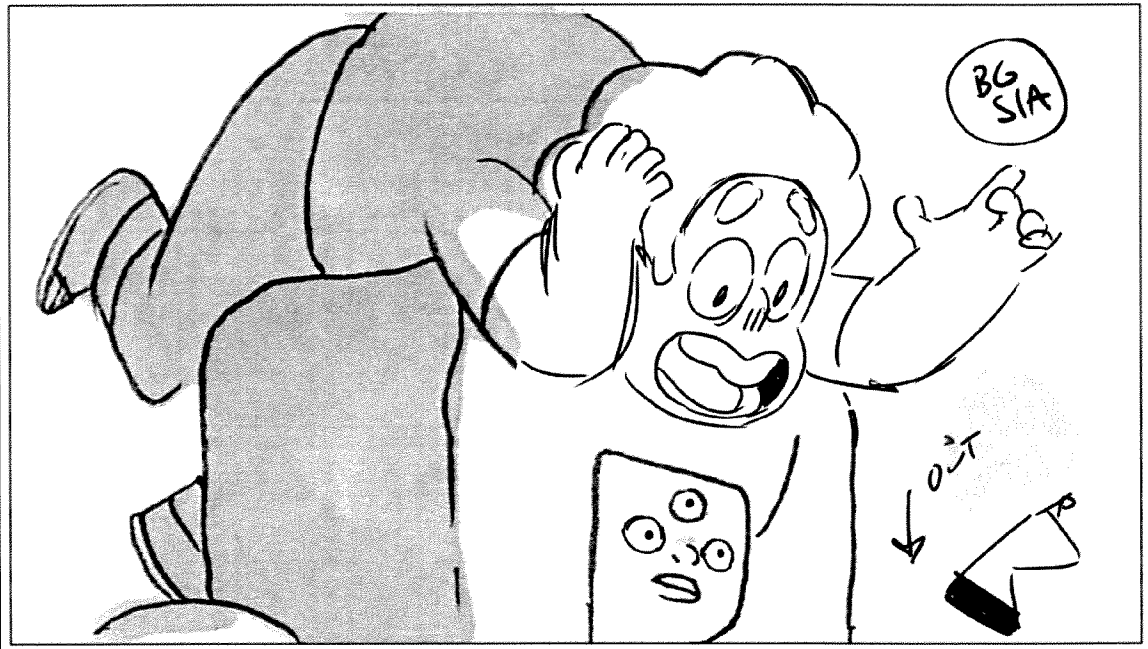


Dialog
STEVEN: ...GOSH!

Action Notes
Steven drops Garnets sunglasses.

Slugging
Panels 2 + 3 = 1.04

Scene 166 Panel 3



Dialog
STEVEN: ...GOSH!

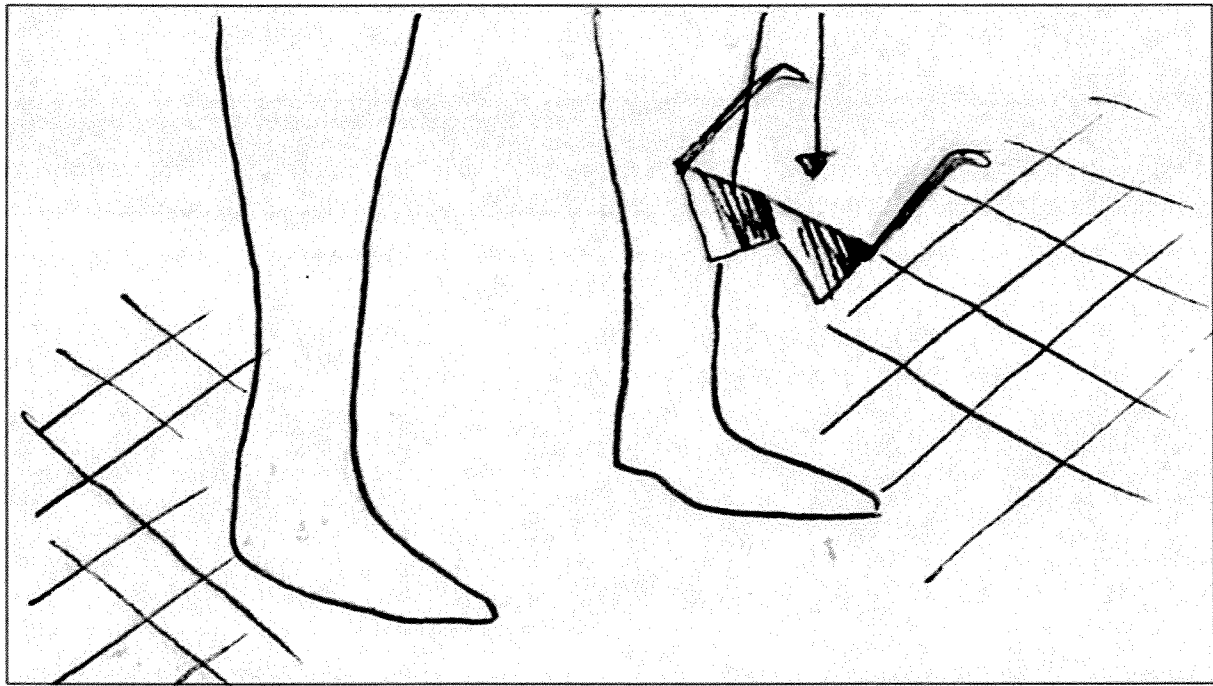
Action Notes
Sunglasses out

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1020.009

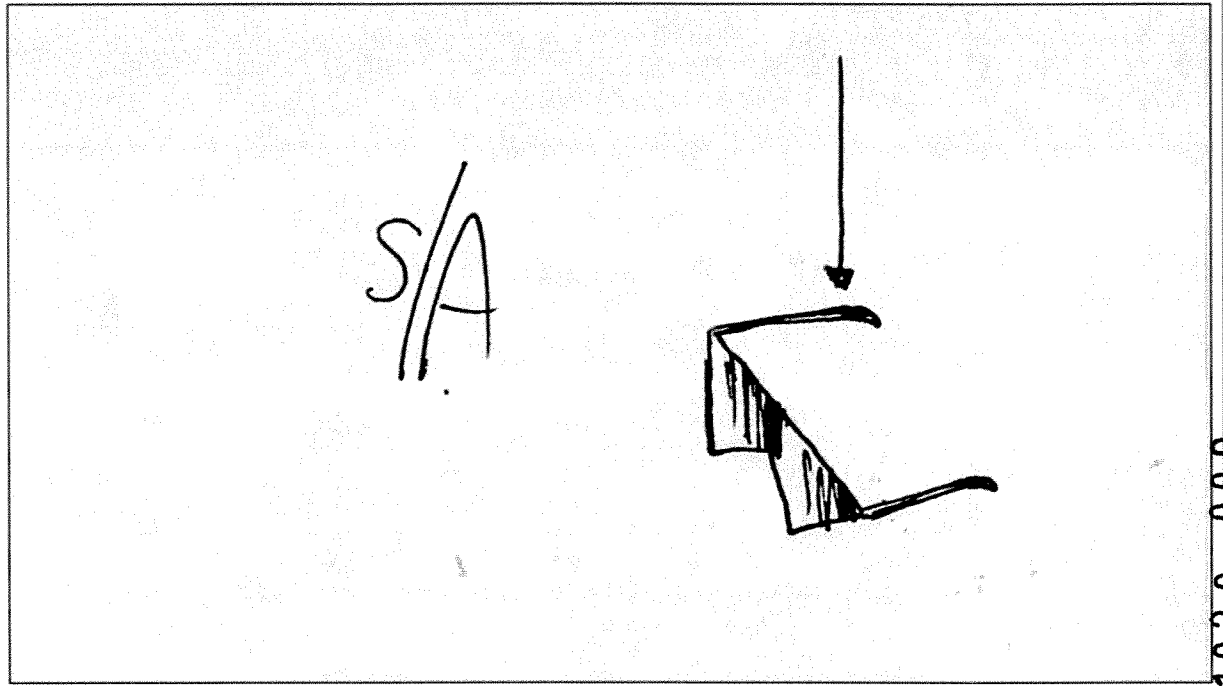
1020.009

Scene 166 Panel 1



Slugging
0.04

Scene 166 Panel 2



Action Notes
Sunglasses hit ground

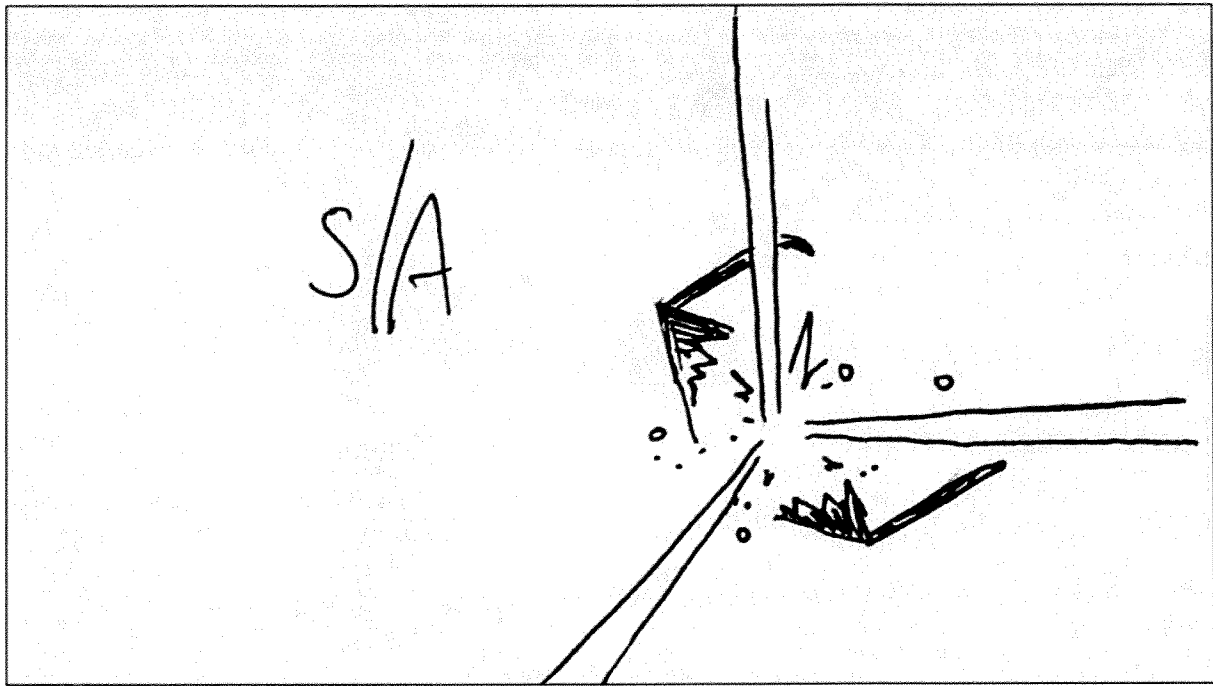
Slugging
0.04

JUN 17 2013

1020.009

1020.009

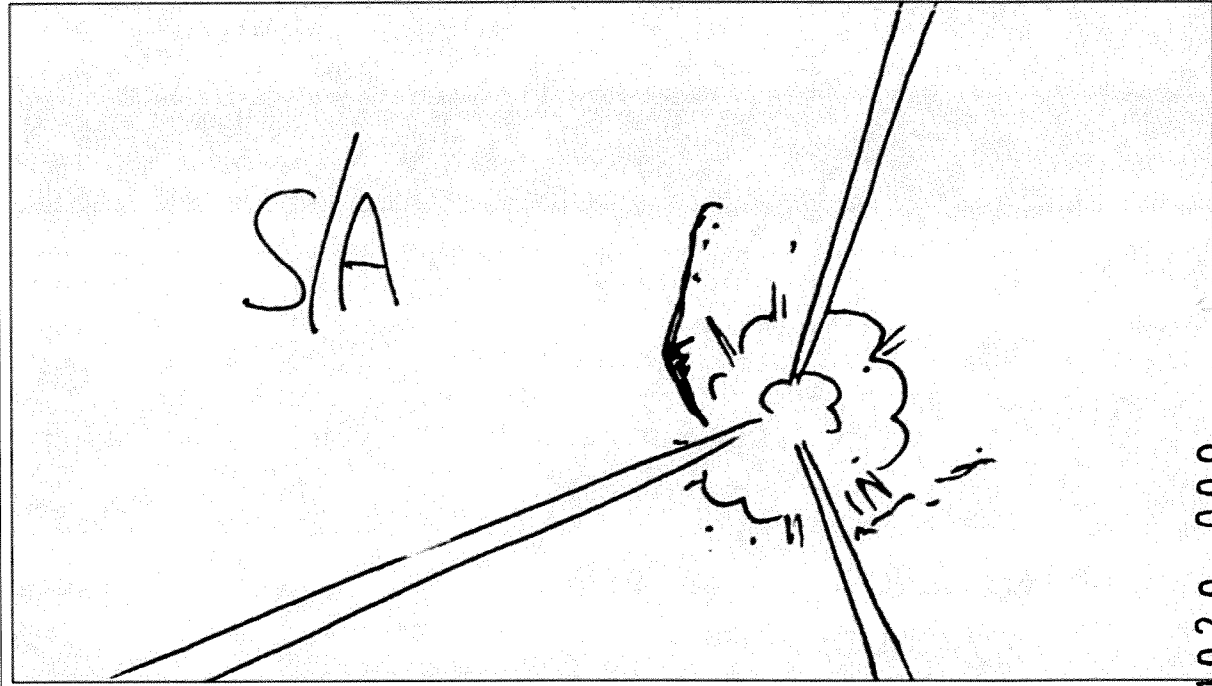
Scene 166 Panel 3
A cont



Action Notes
Glasses explode on impact.

Slugging
0.04

Scene 166 Panel 4
A cont



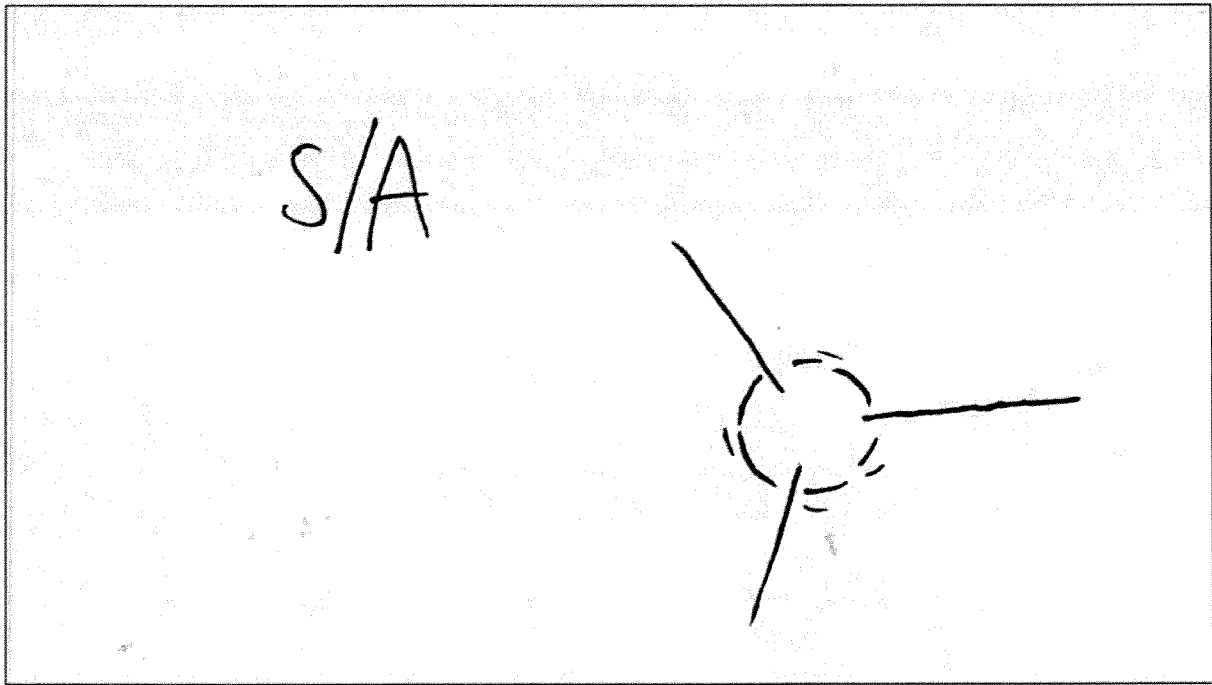
Slugging
0.04

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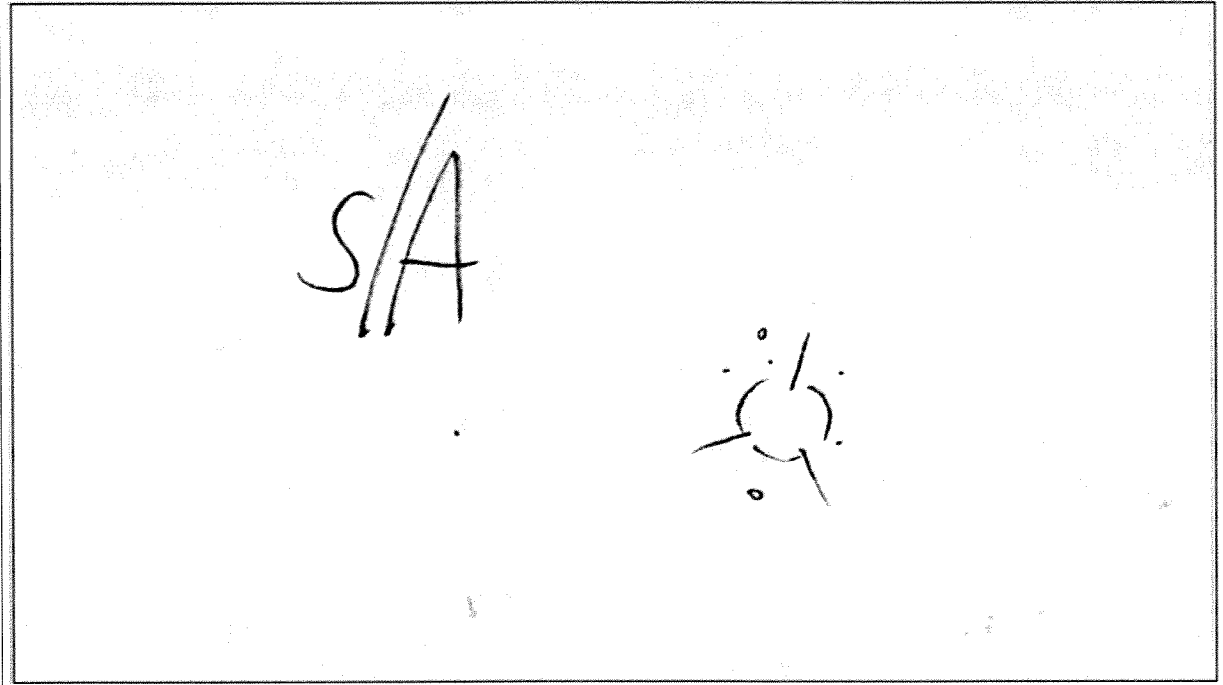
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Scene 166 Panel 5
A cont



Slugging
0.04

Scene 166 Panel 6
A cont



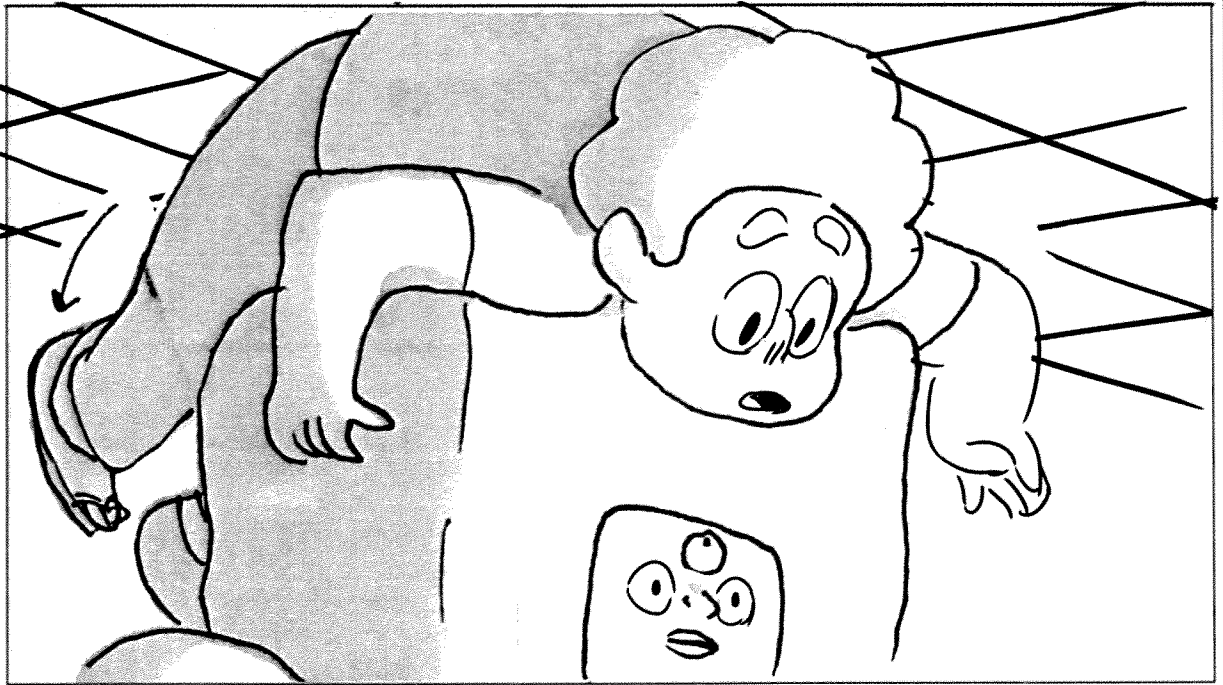
Slugging
0.13

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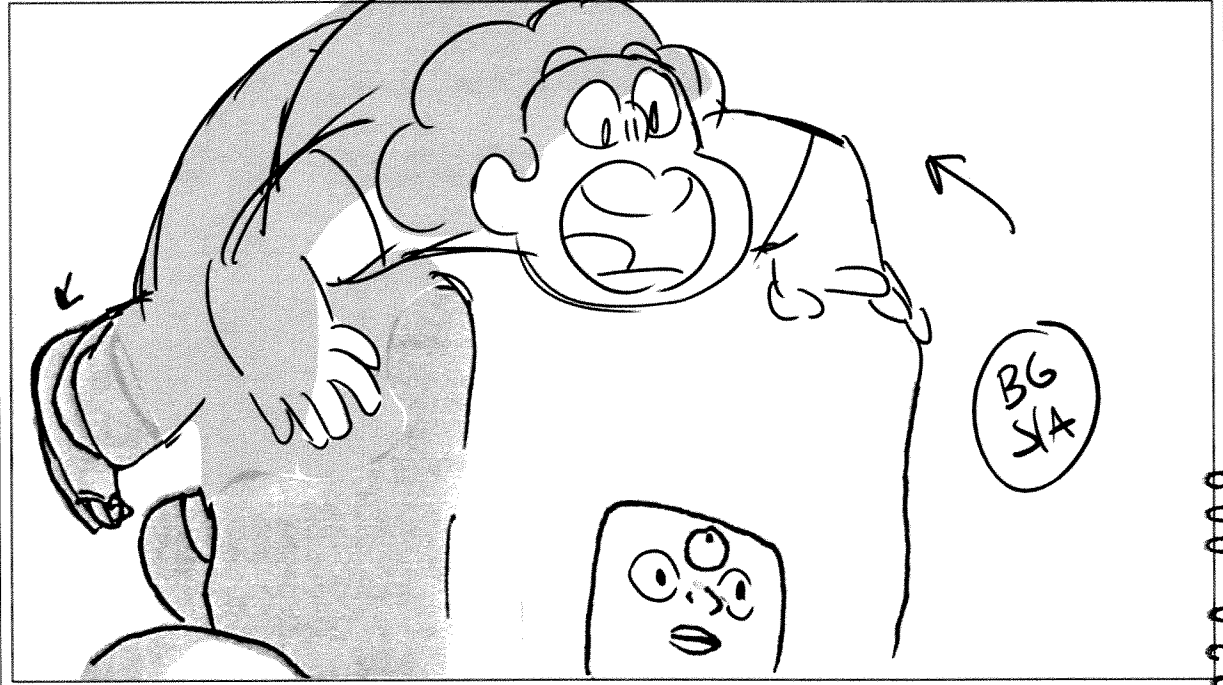
1020.009

Scene 166 Panel 1



Slugging
0.04

Scene 166 Panel 2



Slugging
0.09

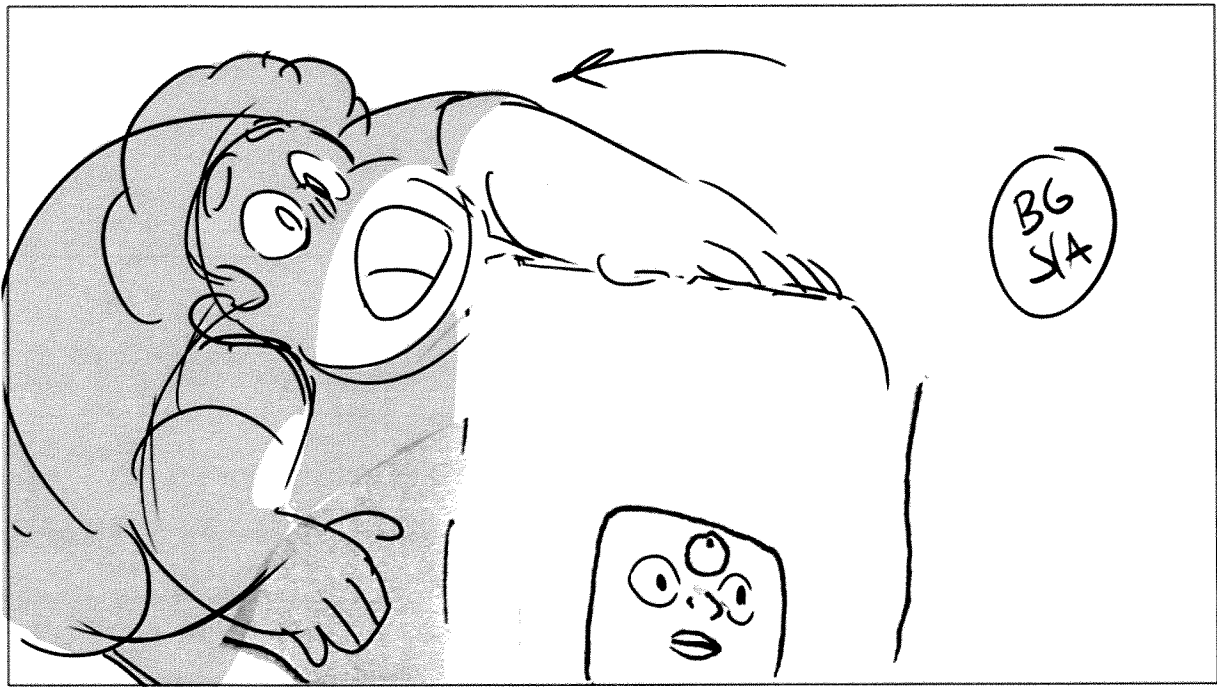
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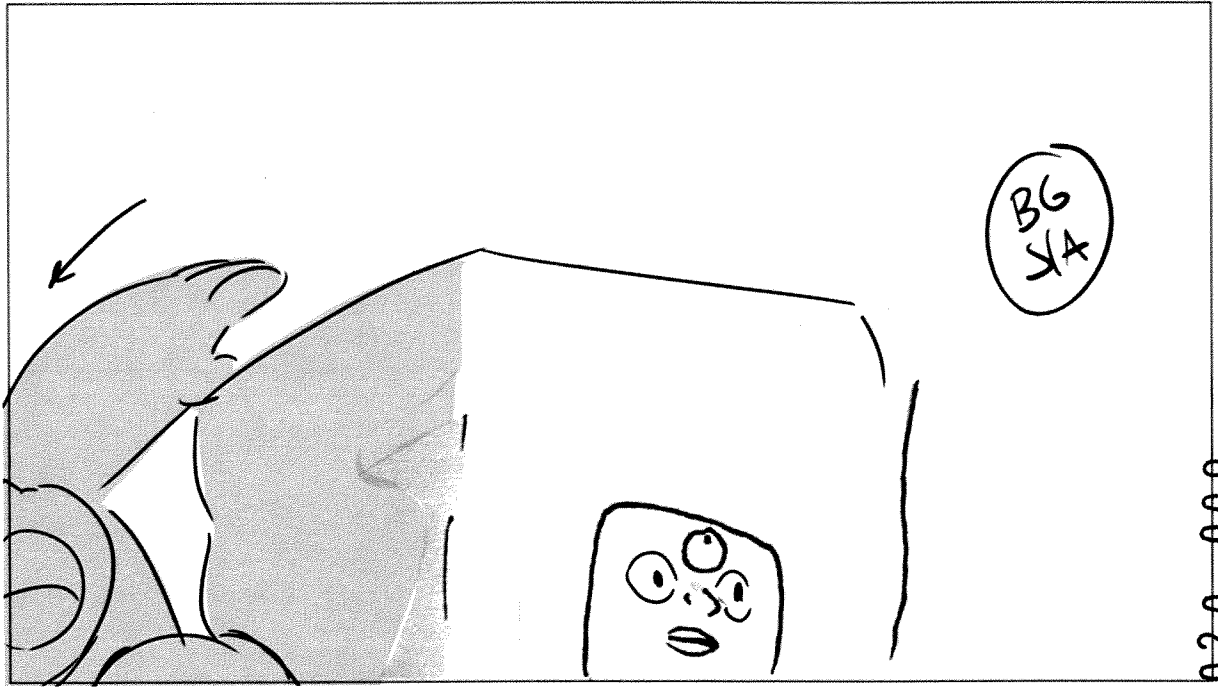
1020.009

Scene 166 Panel 3
BLUNT



Slugging
0.05

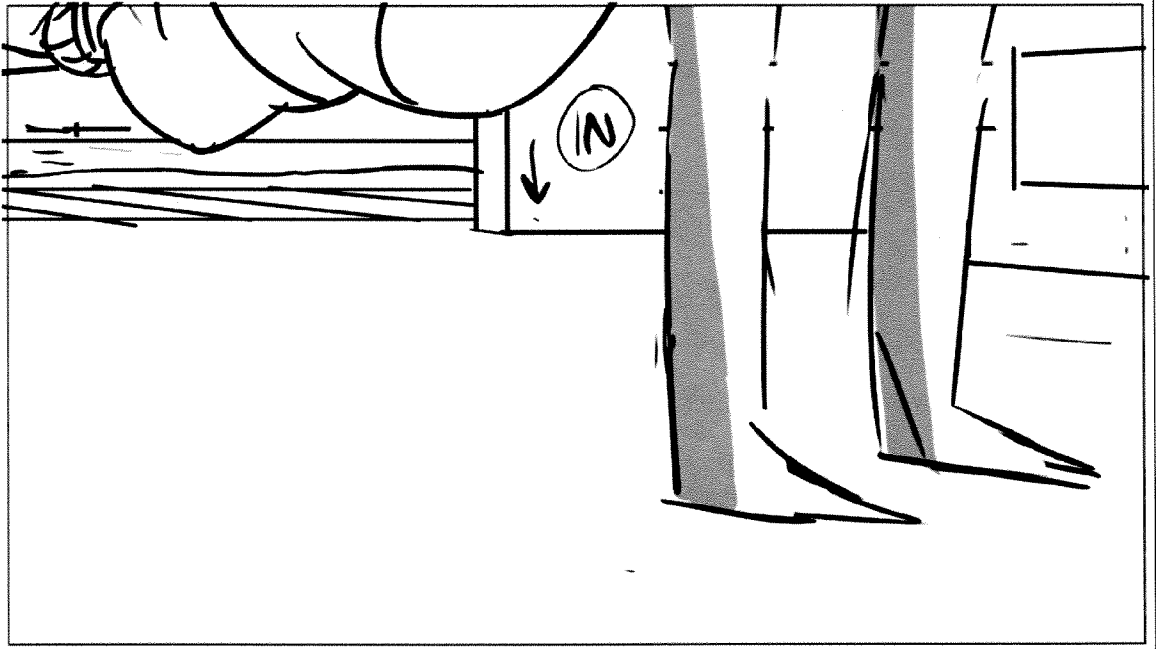
Scene 166 Panel 4
BLUNT

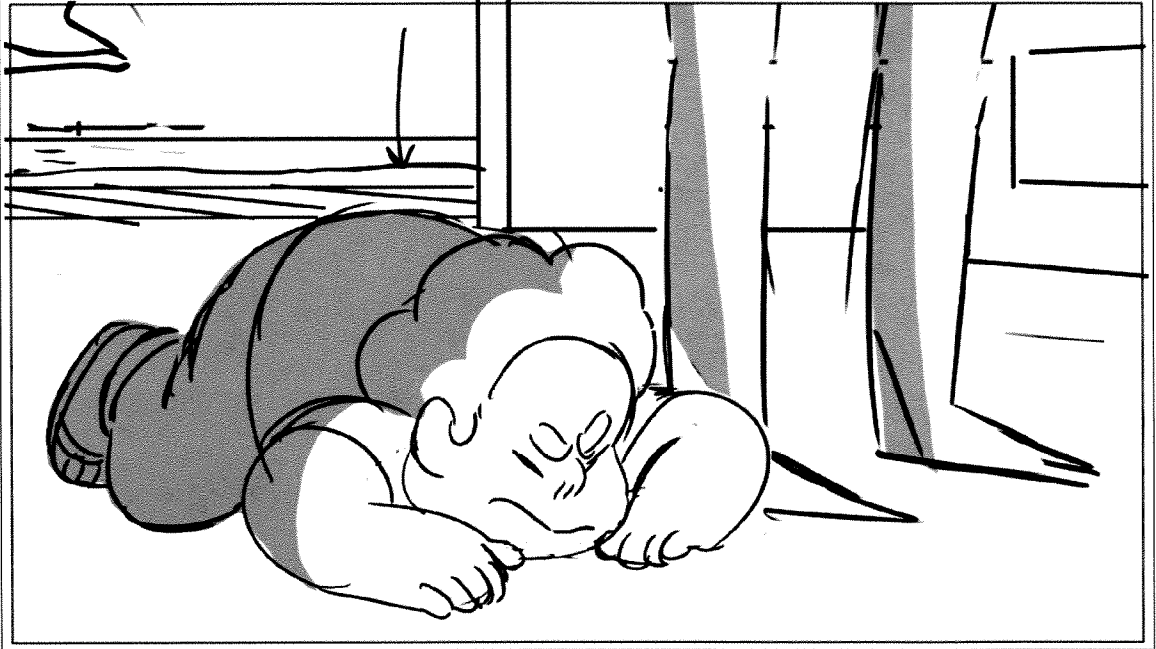


Action Notes
Steven falls off of Garnets head.

Slugging
0.06

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Scene	Panel
167	1
	
<p>Action Notes</p> <p>Steven comes in to screen...</p>	
<p>Slugging</p> <p>0.04</p>	

Scene	Panel
167	2
	
<p>Action Notes</p> <p>and falls on ground.</p>	
<p>Slugging</p> <p>0.11</p>	

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Scene 167 Panel 3



Slugging
0.10

Scene 167 Panel 4



Action Notes
Truck out to show power cord.

Slugging
HOLD: 0.08
Then ADJ: 0.05
Then HOLD: 1.03

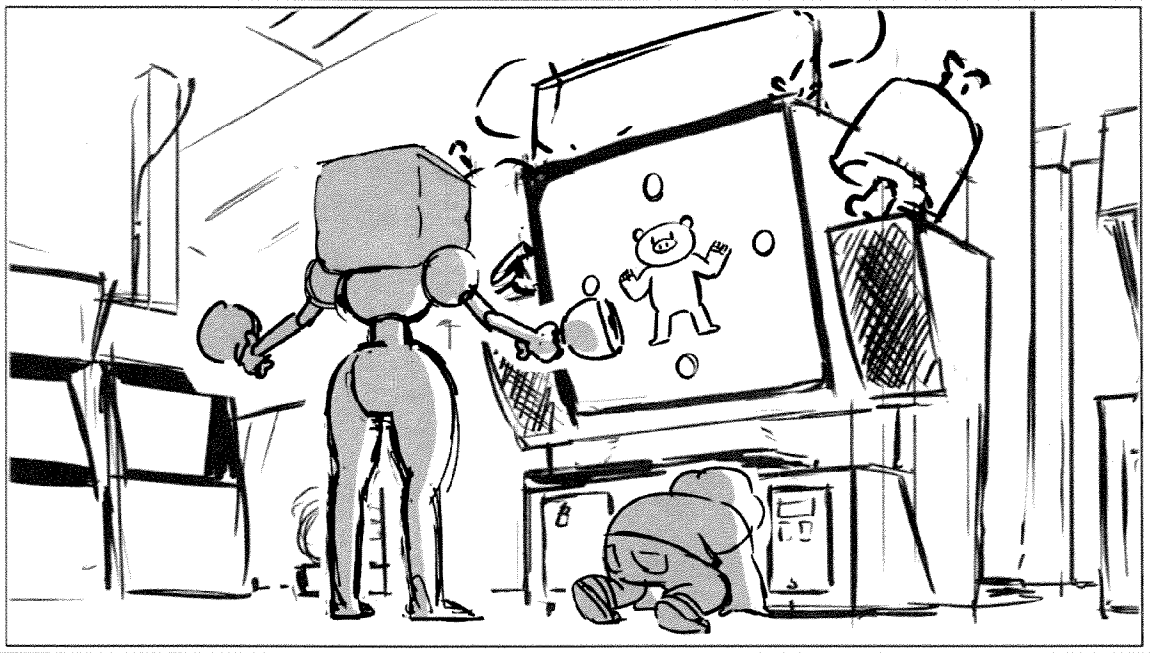
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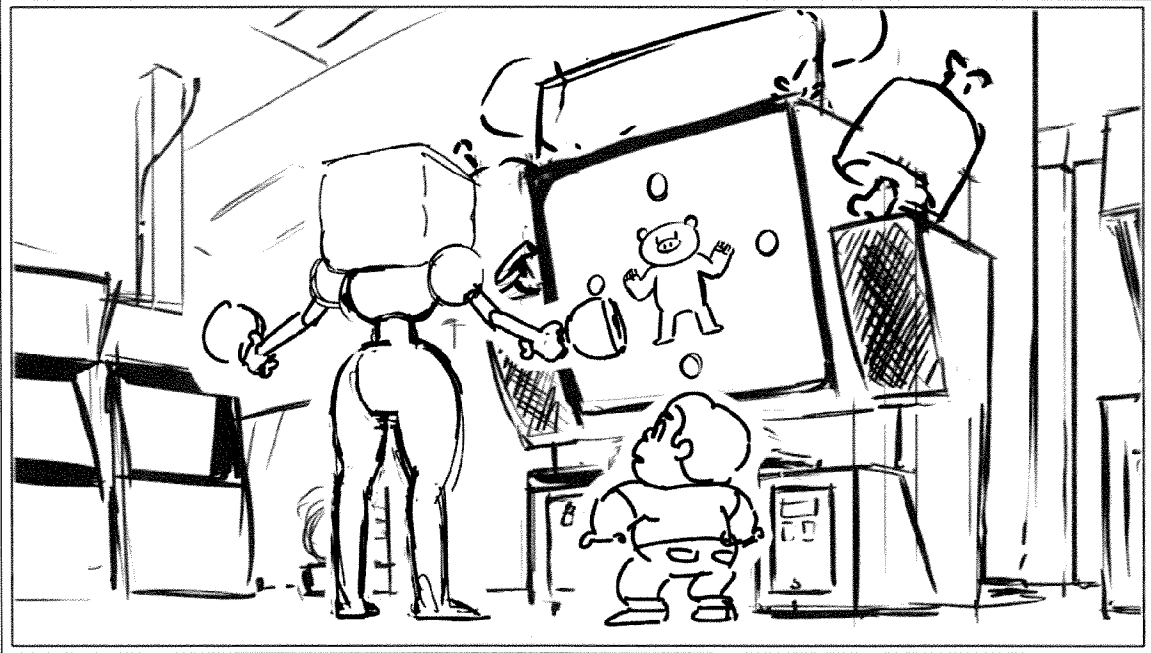
1020-009

Scene 168 Panel 1



Slugging
0.04

Scene 168 Panel 2



Dialog
STEVEN: I'LL SAVE YOU GARNET!

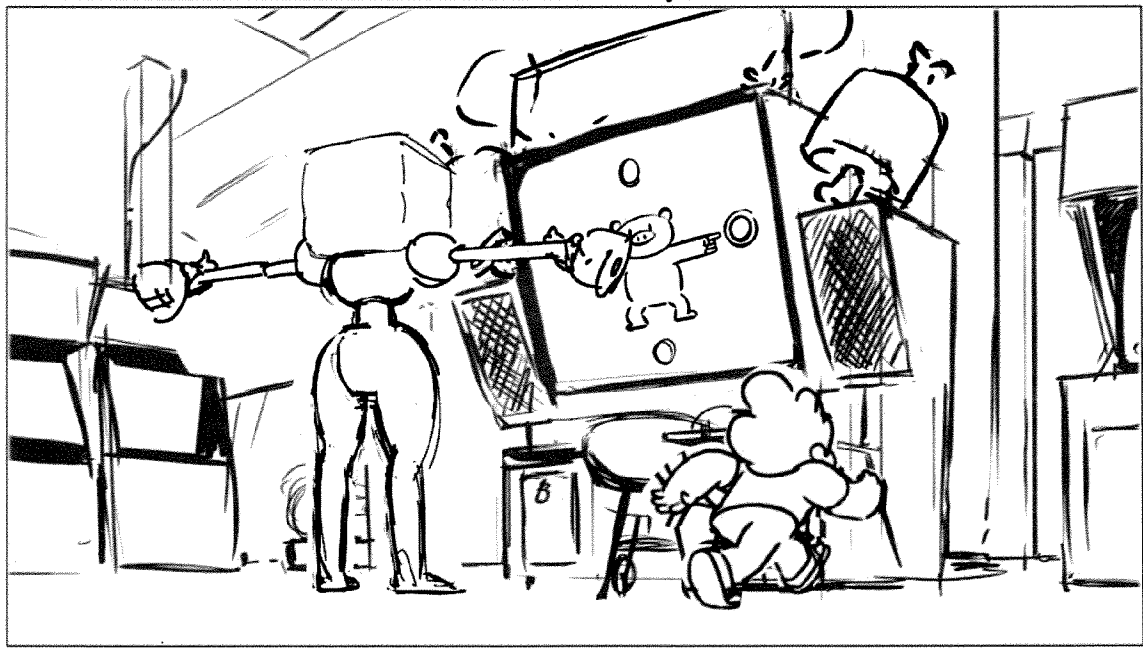
Slugging
2.04

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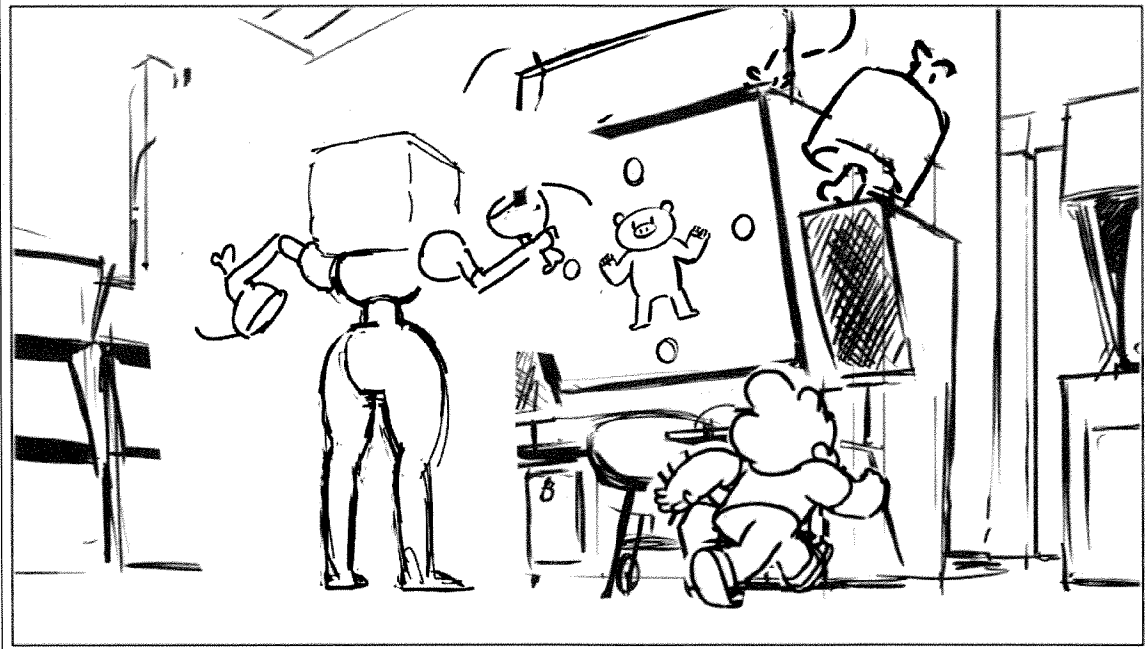
Scene 168 Panel 3
CONT



Dialog
GAME WELL DONE!

Slugging
Panels 3 to 6 = 1.09

Scene 168 Panel 4
CONT

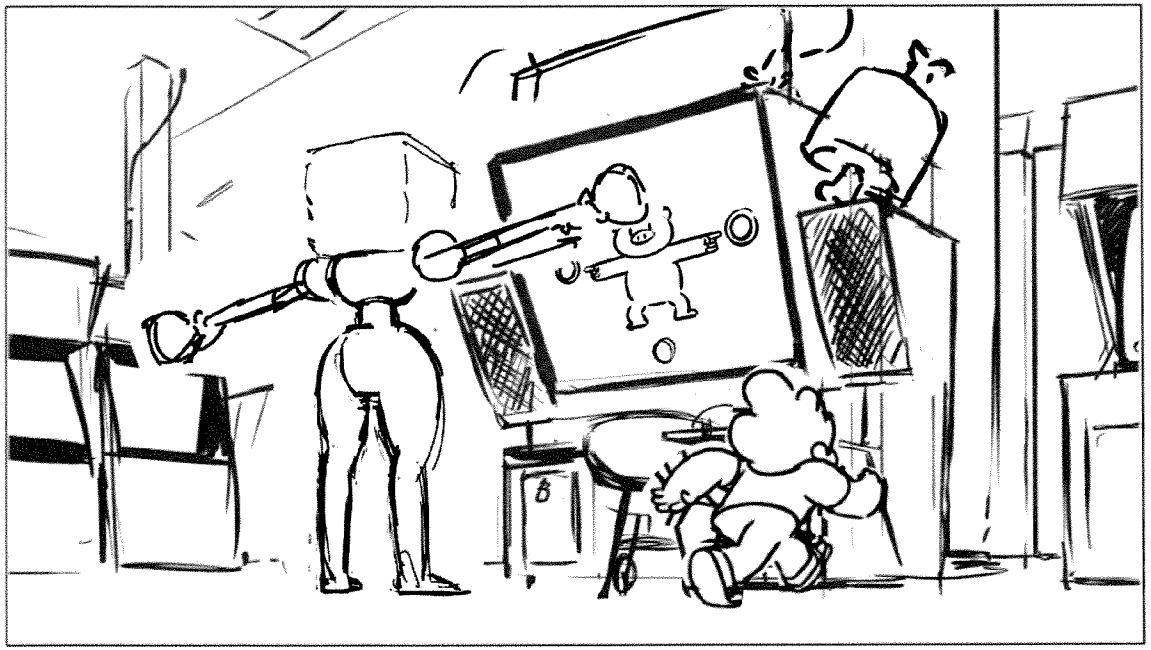


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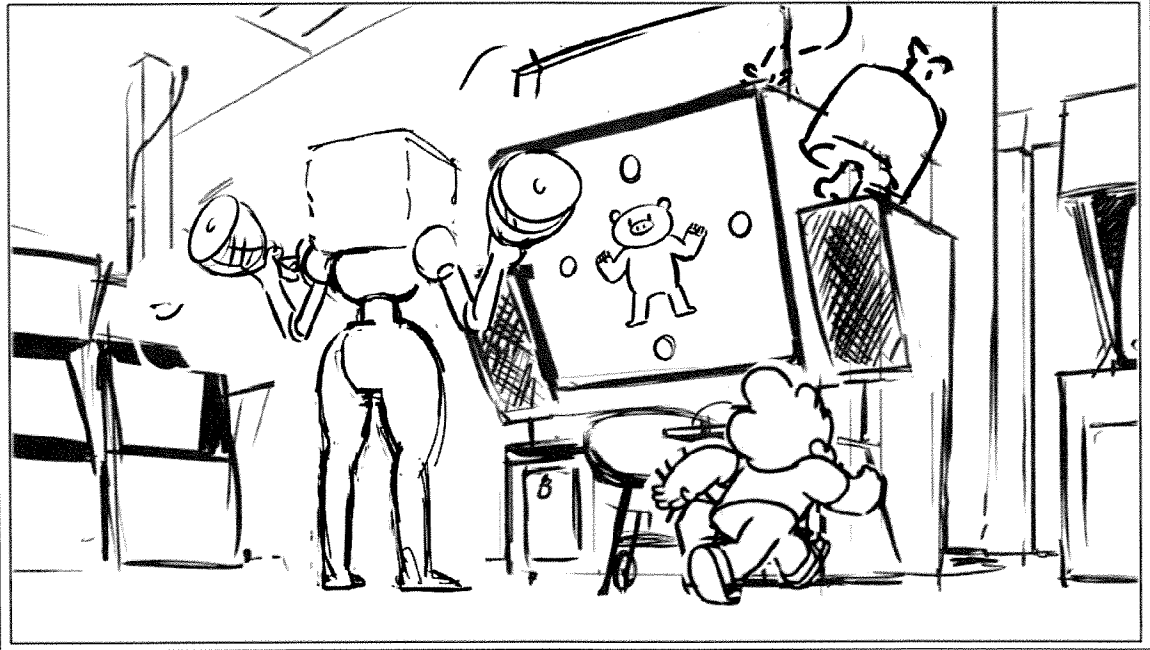
1020-009

Scene 168 Panel 5



Dialog
GAME: TASTY!

Scene 168 Panel 6



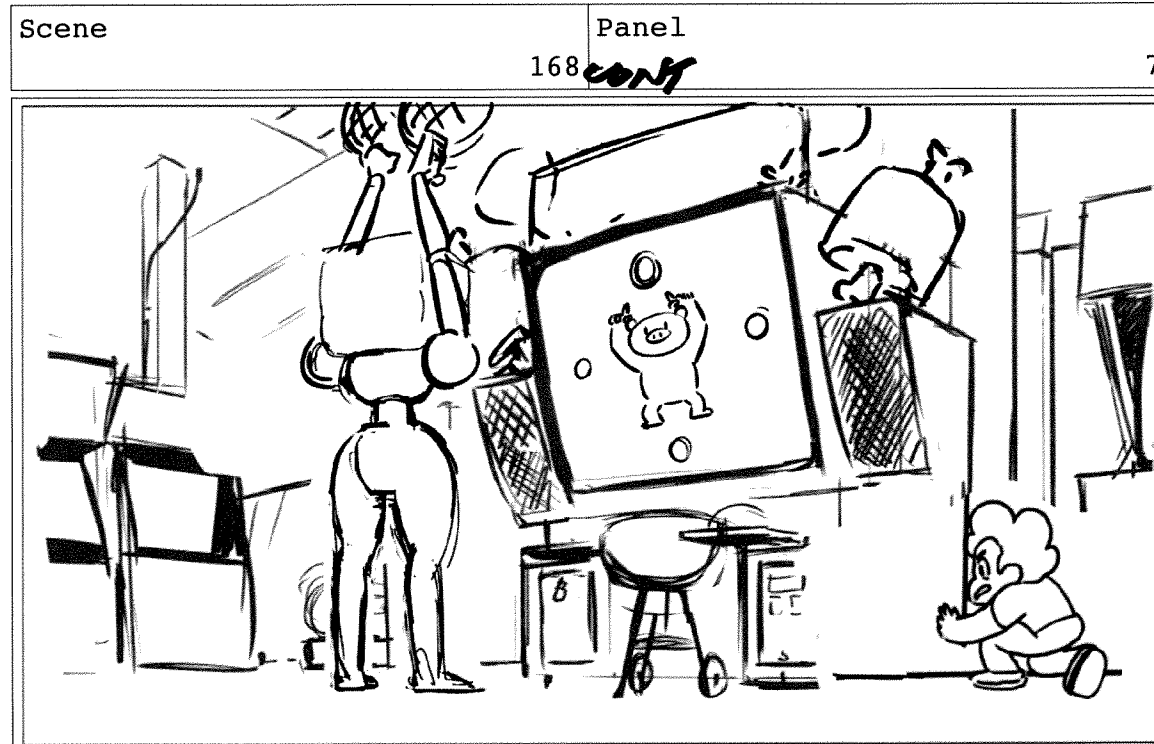
Dialog
GAME: TASTY!

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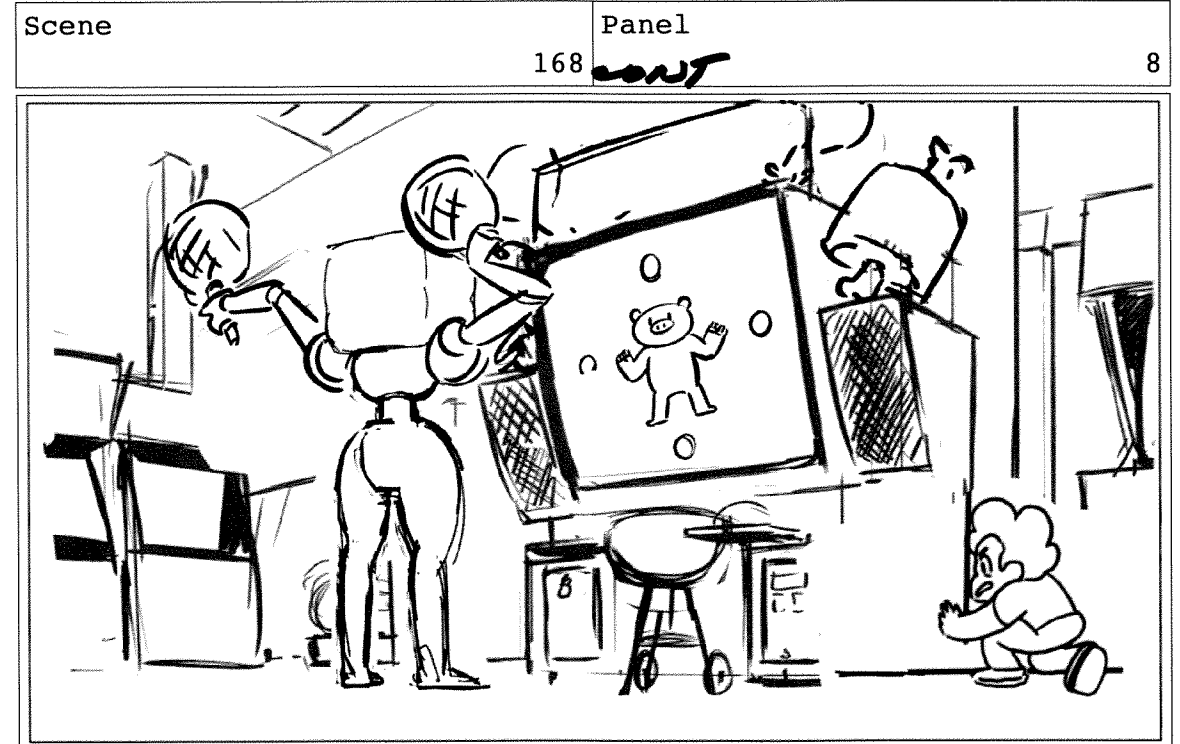
1020-009

1020-009

1020-009



Slugging
Panels 7 to 9 = 1.02



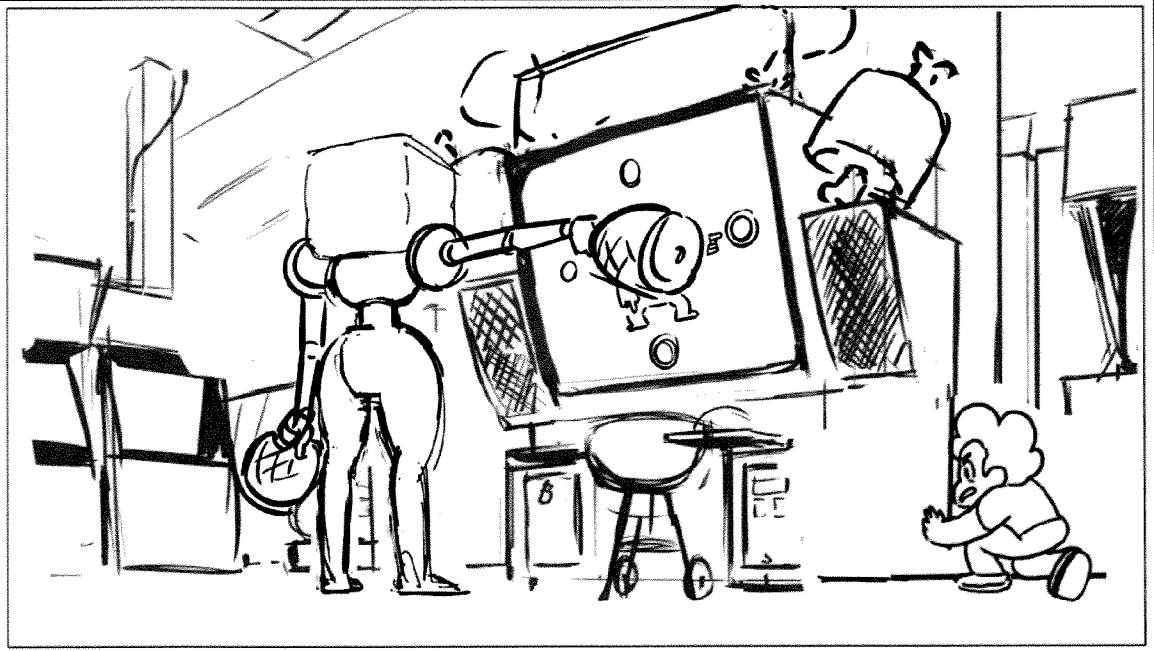
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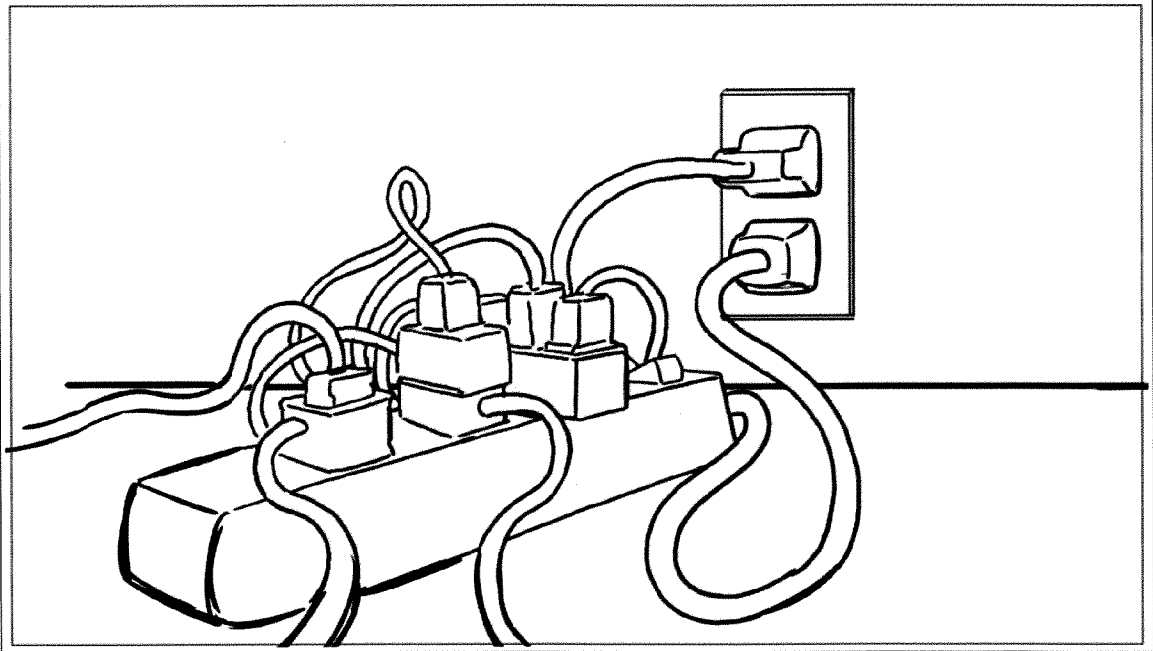
1020.009

1020.009

Scene 168 Panel 9



Scene 169 Panel 1



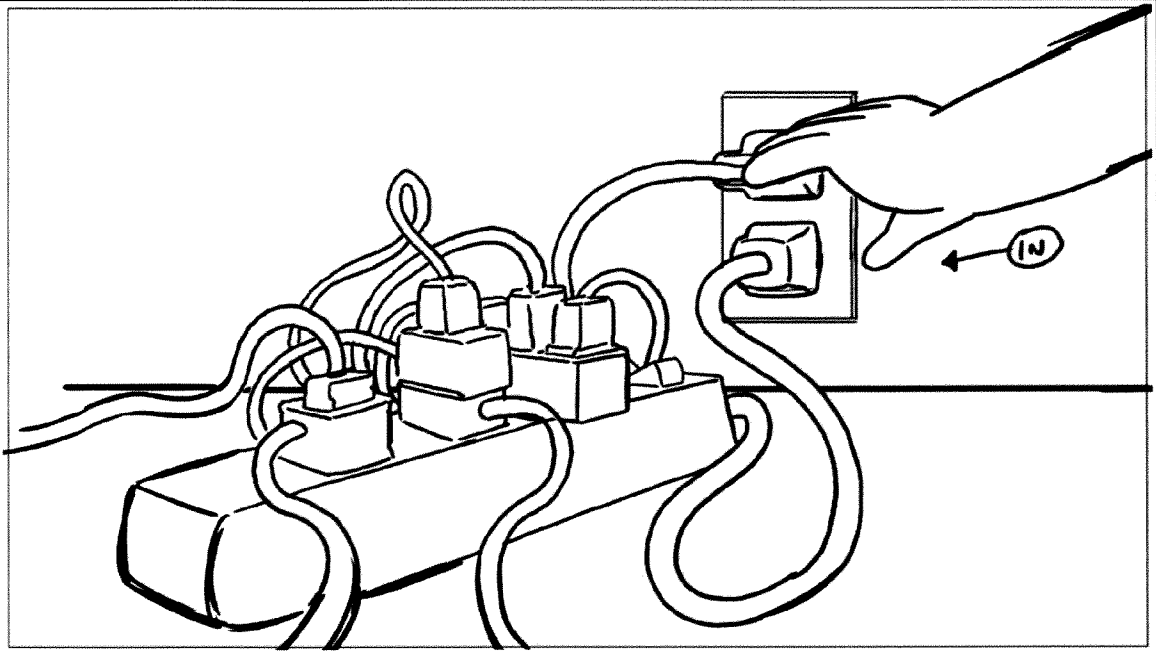
Slugging
Panels 1 + 2 = 0.04

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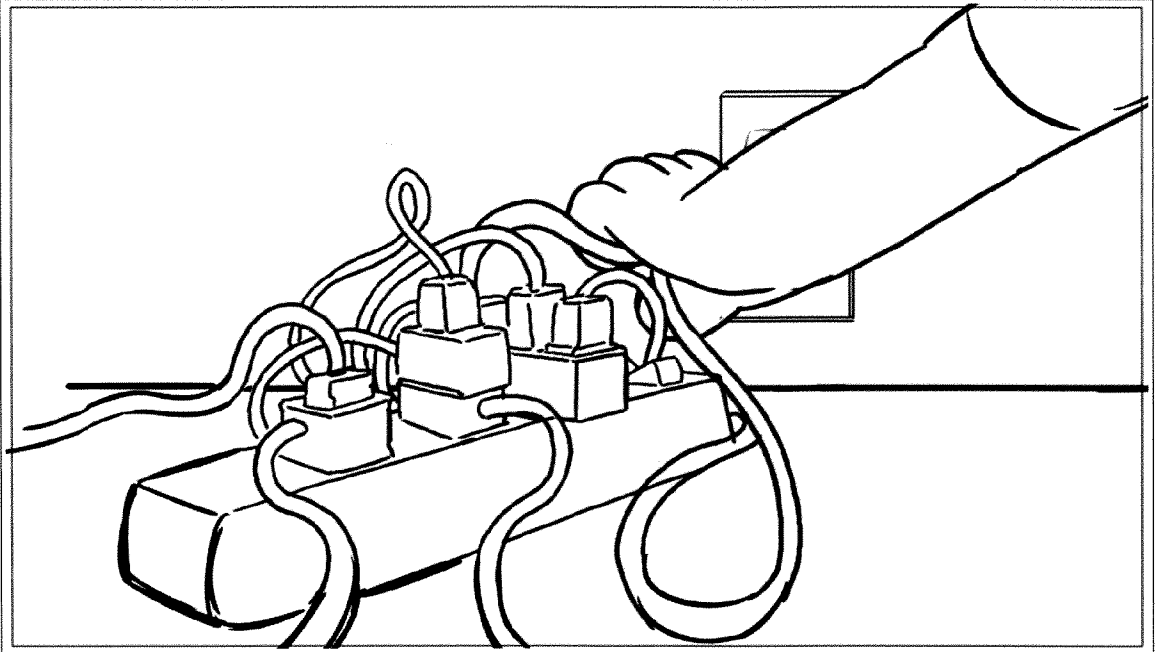
1020.009

1020.009

Scene 169 Panel 2
cont



Scene 169 Panel 3
cont



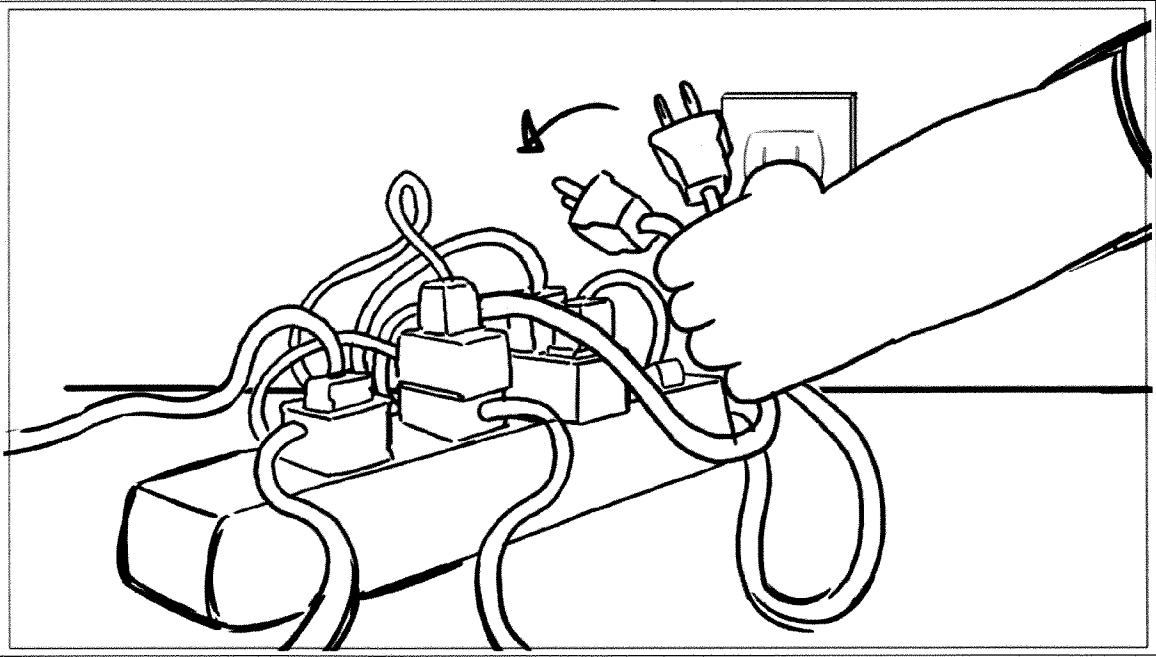
Slugging
1.00

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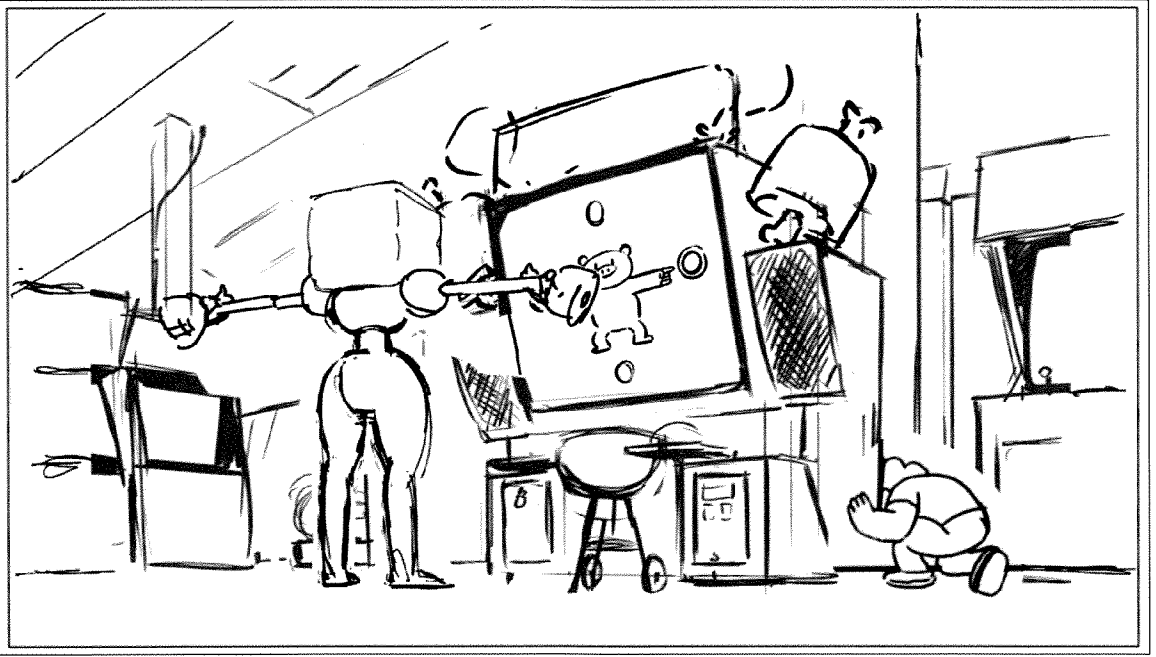
1020-009

Scene 169 Panel 4



Slugging
0.10

Scene 170 Panel 1



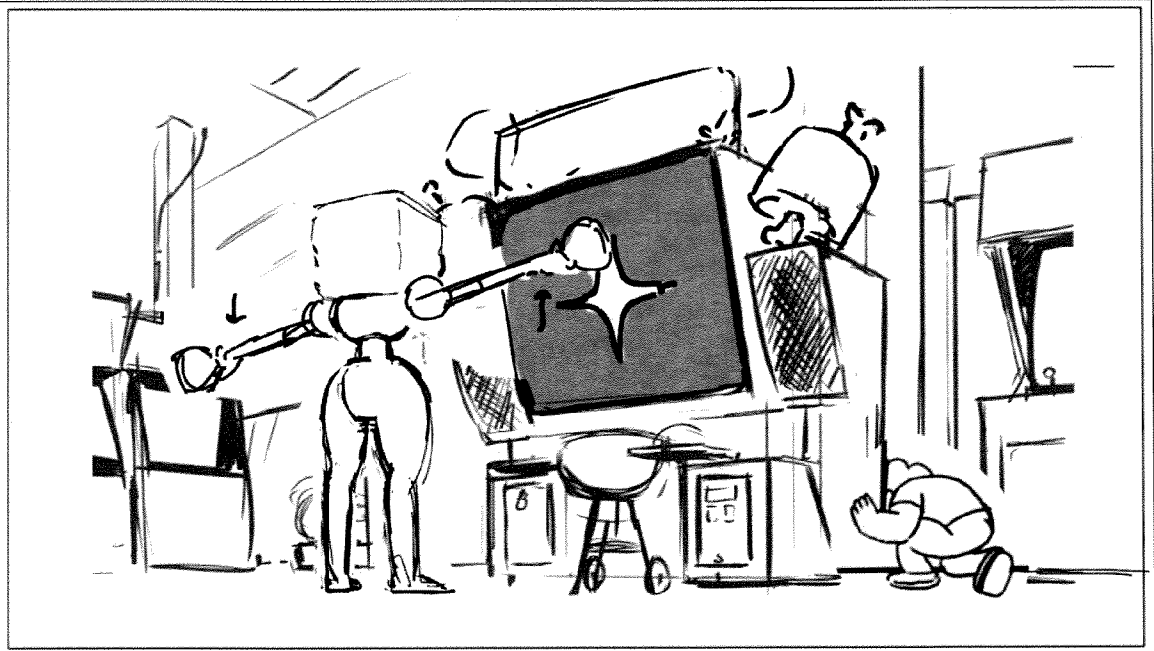
Dialog
GAME: NOW YOU'RE COOK---

Slugging
0.14
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1020.009

Scene 170 Panel 2

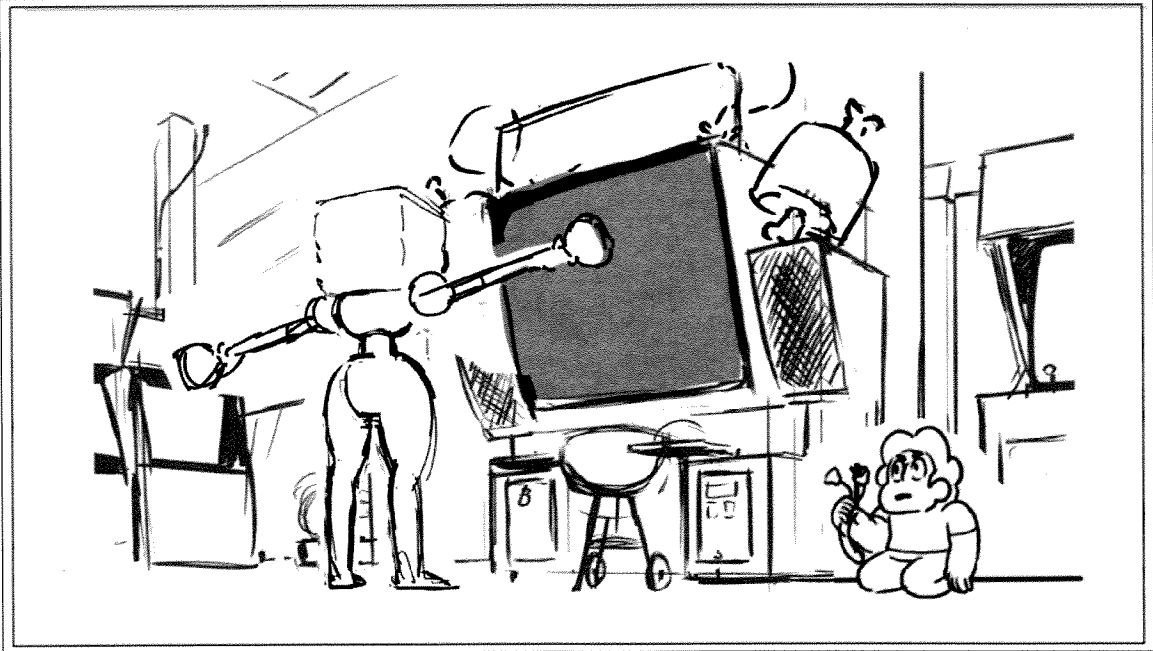


Dialog
GAME: --IIING... BWIP!

Action Notes
Screen goes black

Slugging
0.09

Scene 170 Panel 3

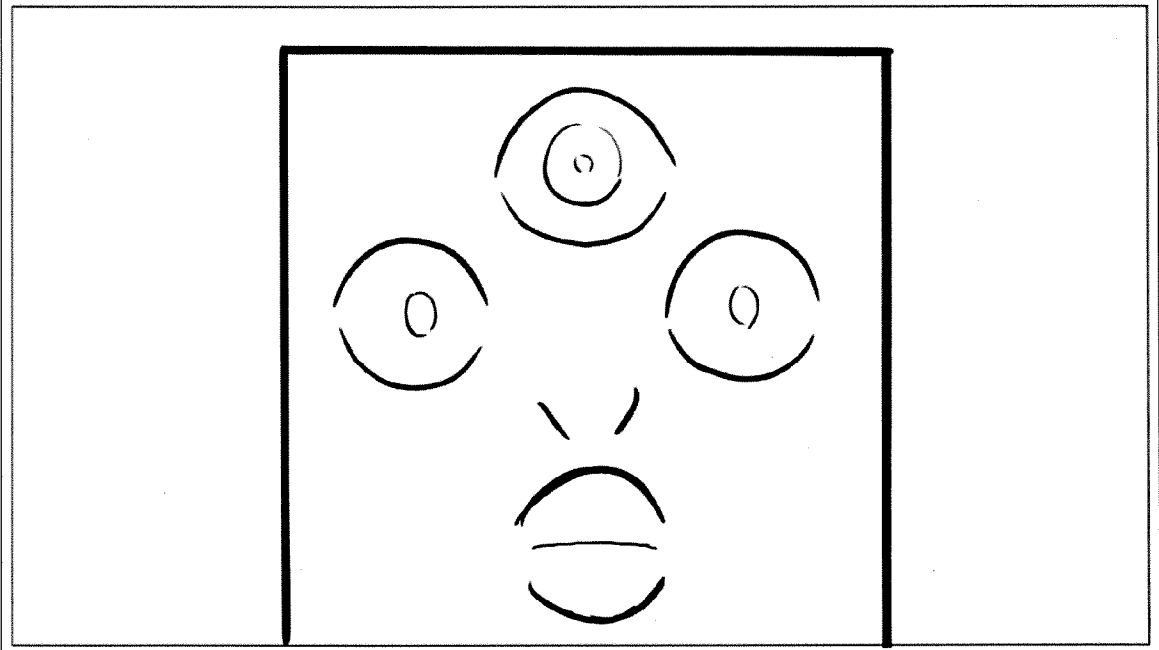


Action Notes
Garnet stops moving.

Slugging
2.02

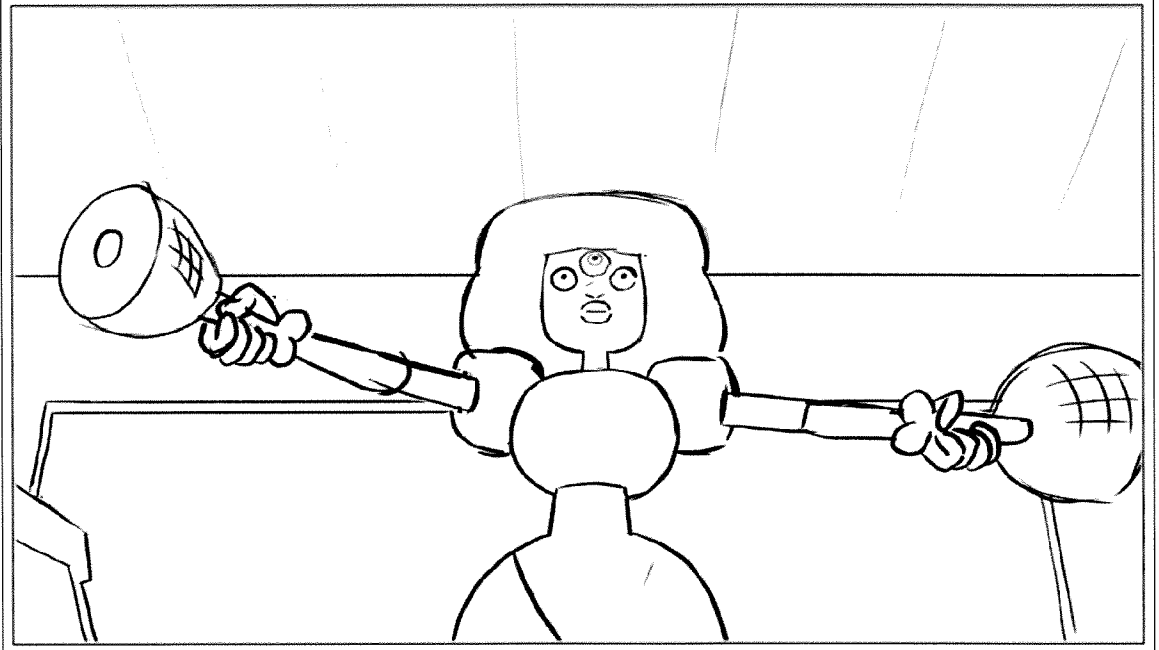
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Scene	Panel
171	1



Slugging
1.02

Scene	Panel
172	1



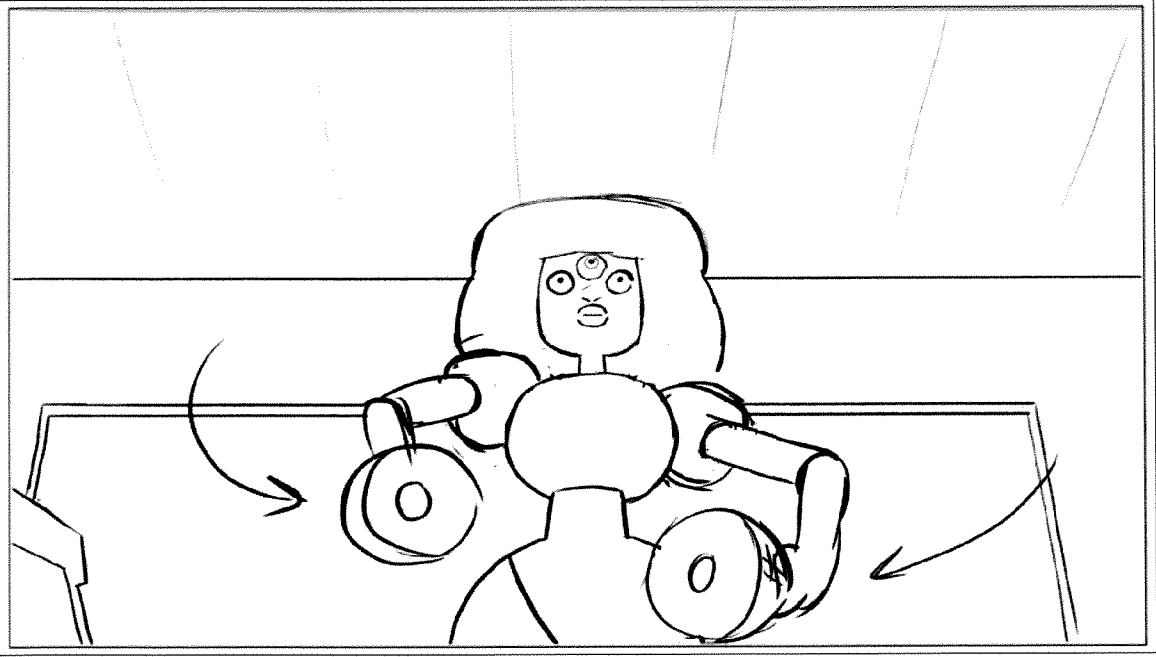
Slugging
0.13

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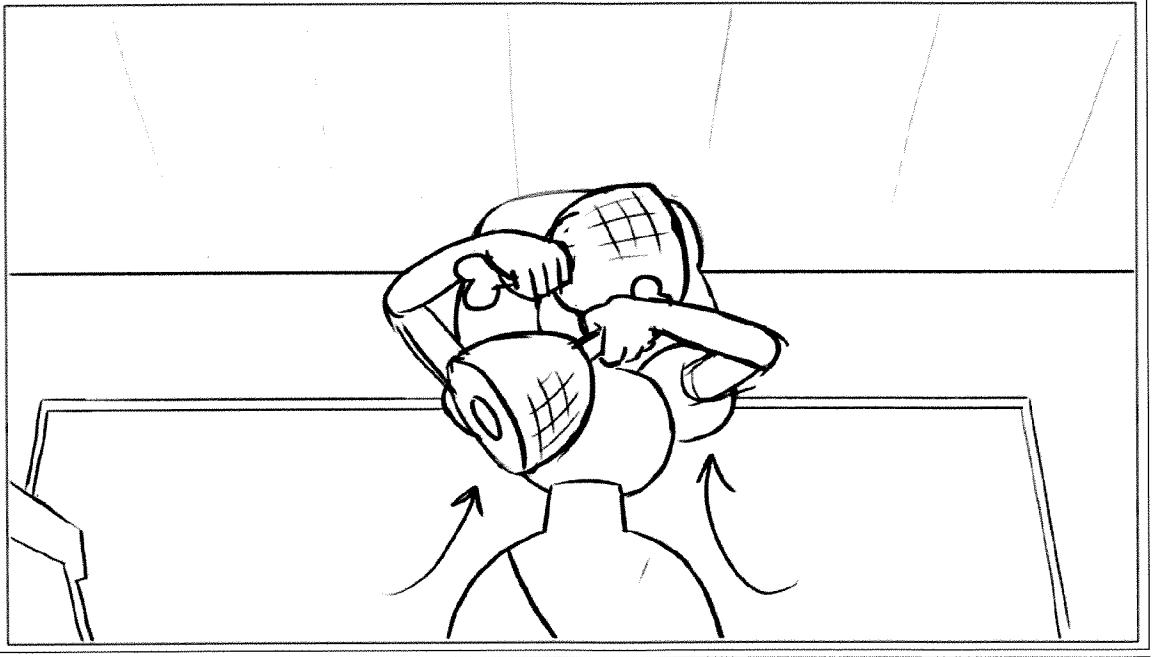
1020-009

Scene 172 Panel 2



Slugging
0.04

Scene 172 Panel 3



Slugging
0.04

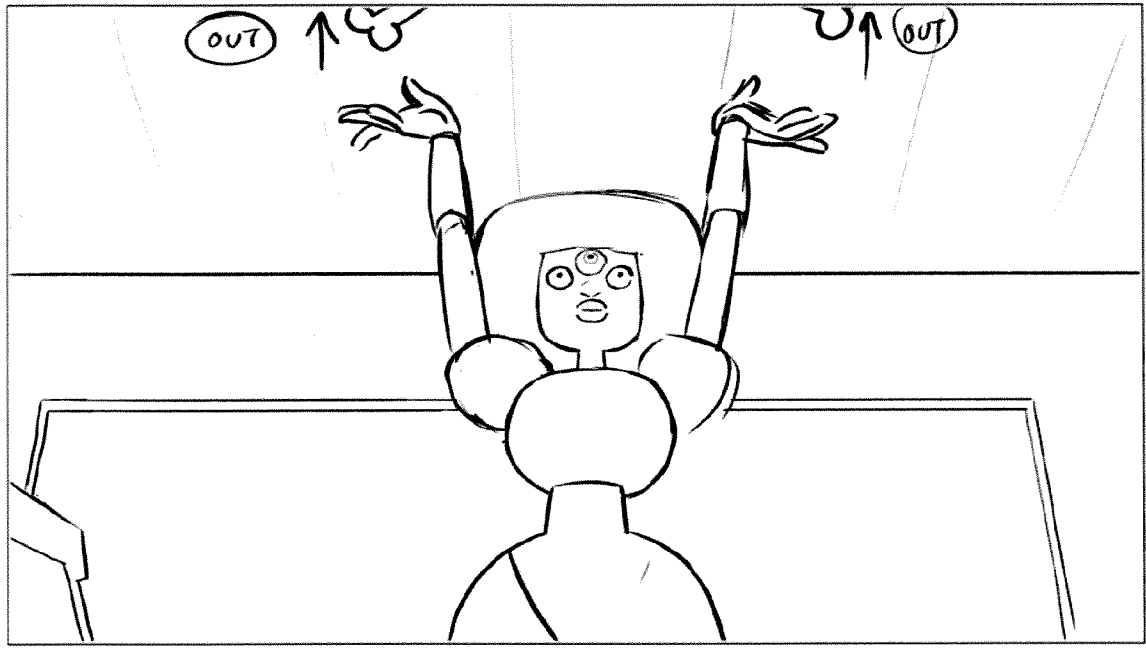
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1020.009

1020.009

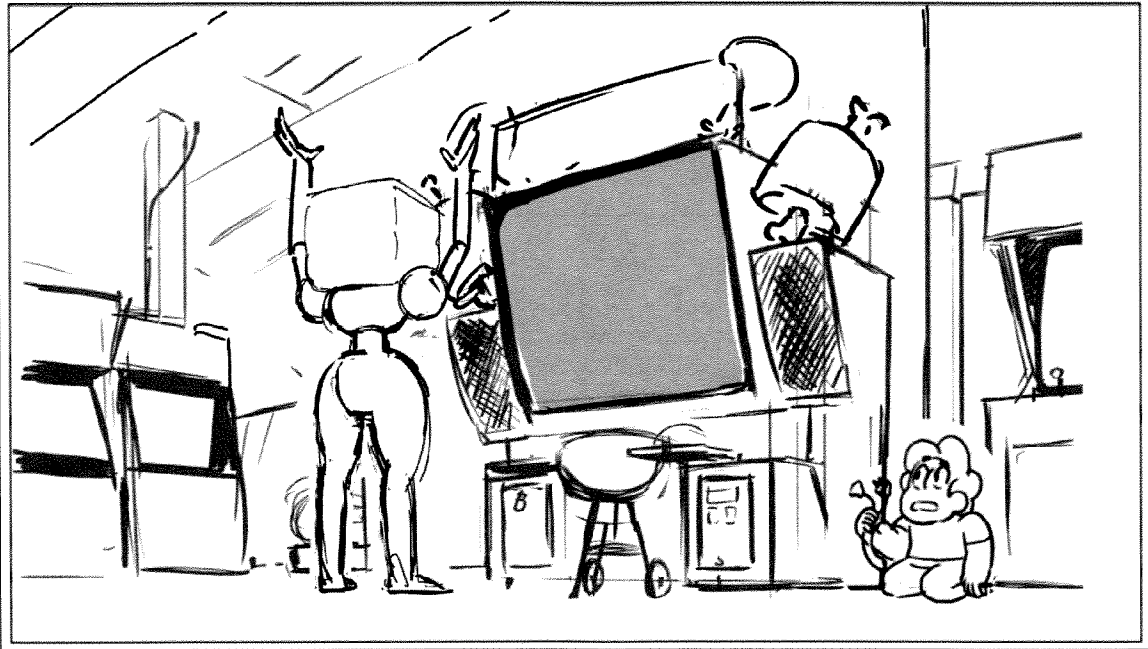
Scene 172 Panel 4



Action Notes
GARNET throws game controllers in the air.

Slugging
0.12

Scene 173 Panel 1



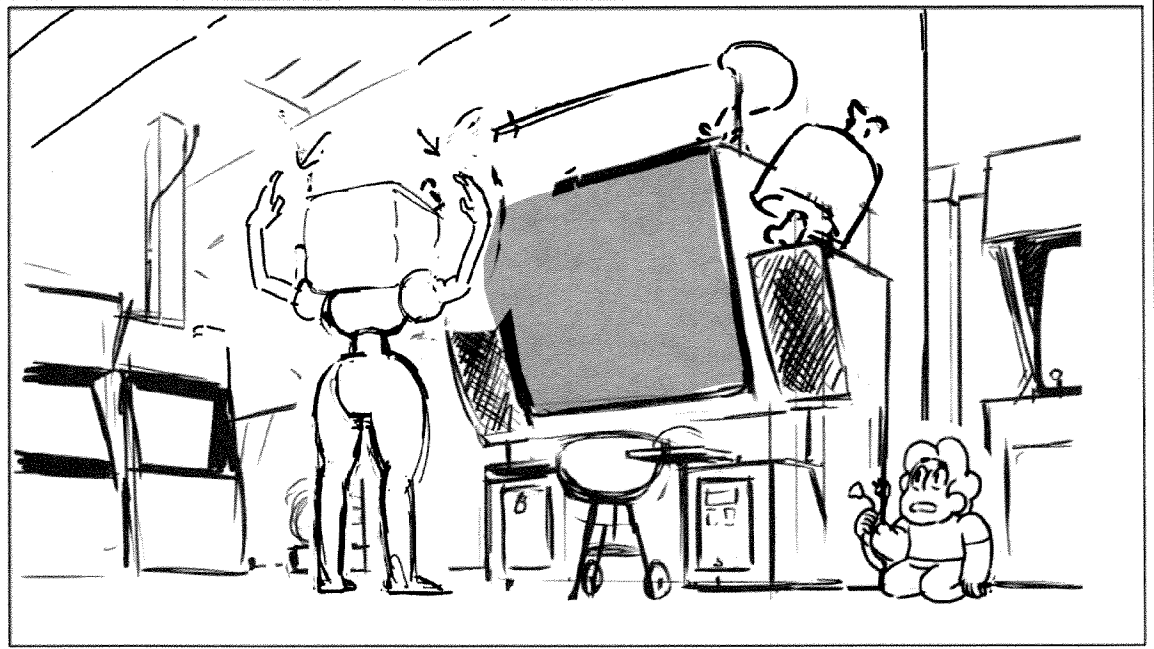
Slugging
0.04

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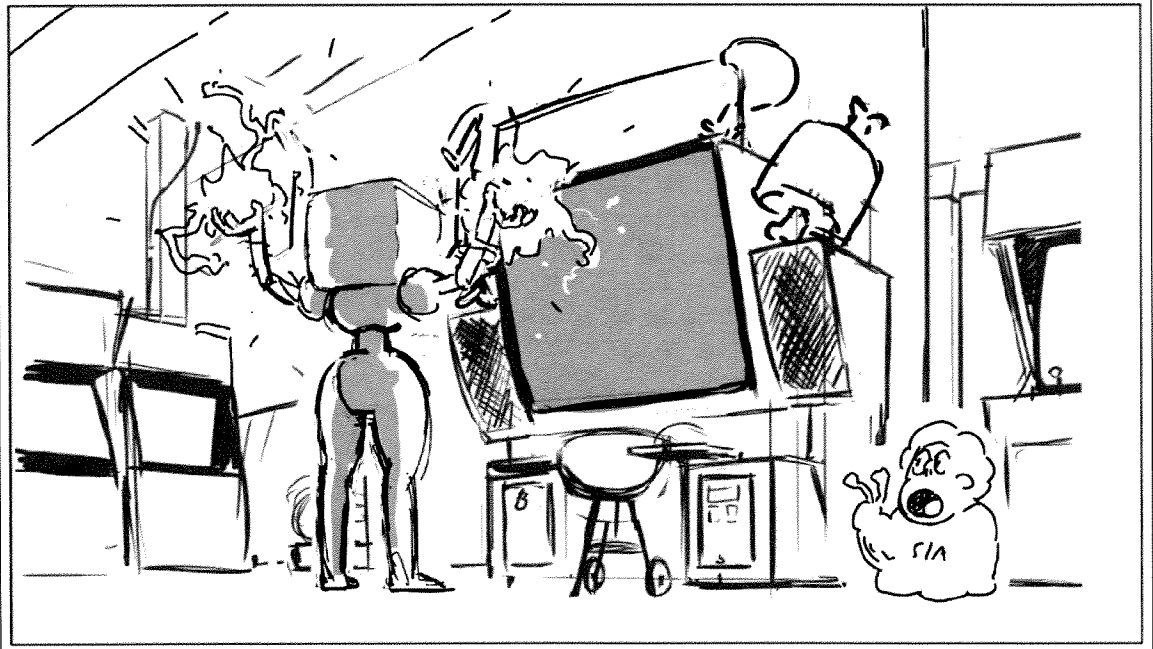
1020-009

Scene 173 *cont* Panel 2



Slugging
0.04

Scene 173 *cont* Panel 3



Dialog
STEVEN: AAHH!!

Action Notes
Energy collects in GARNET's hands

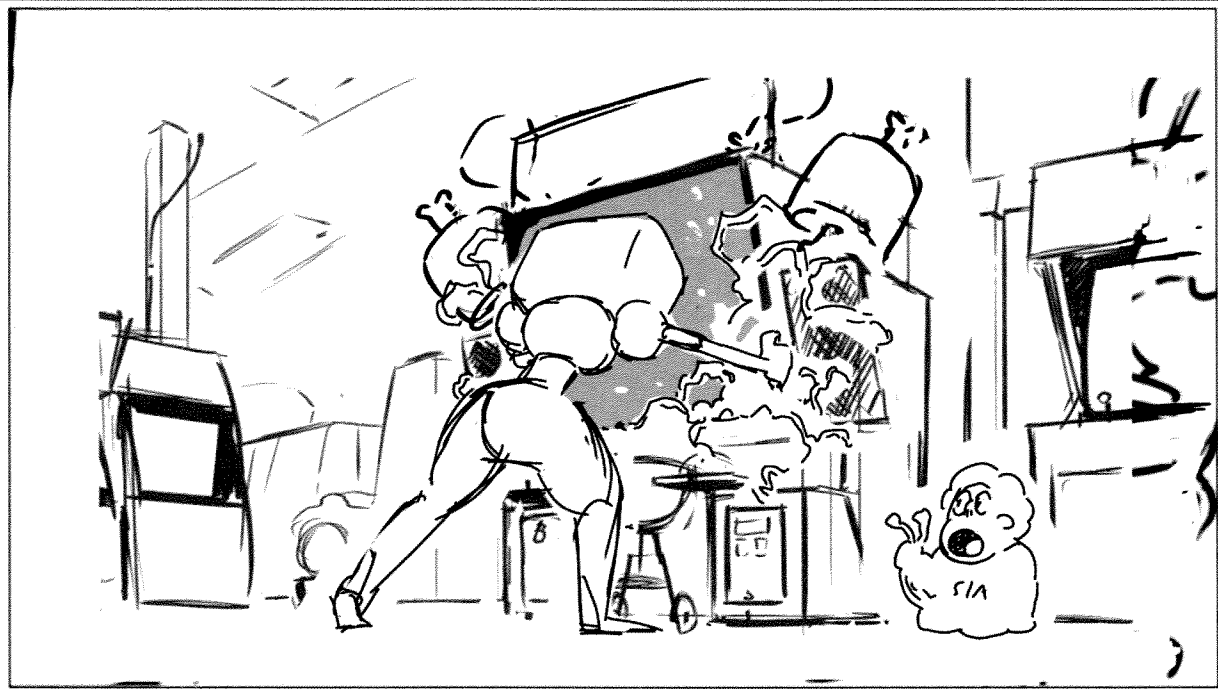
Slugging
1.04

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Scene	Panel
173	cont 4



Action Notes
GARNET grabs the sides of the arcade machine

Slugging
0.12

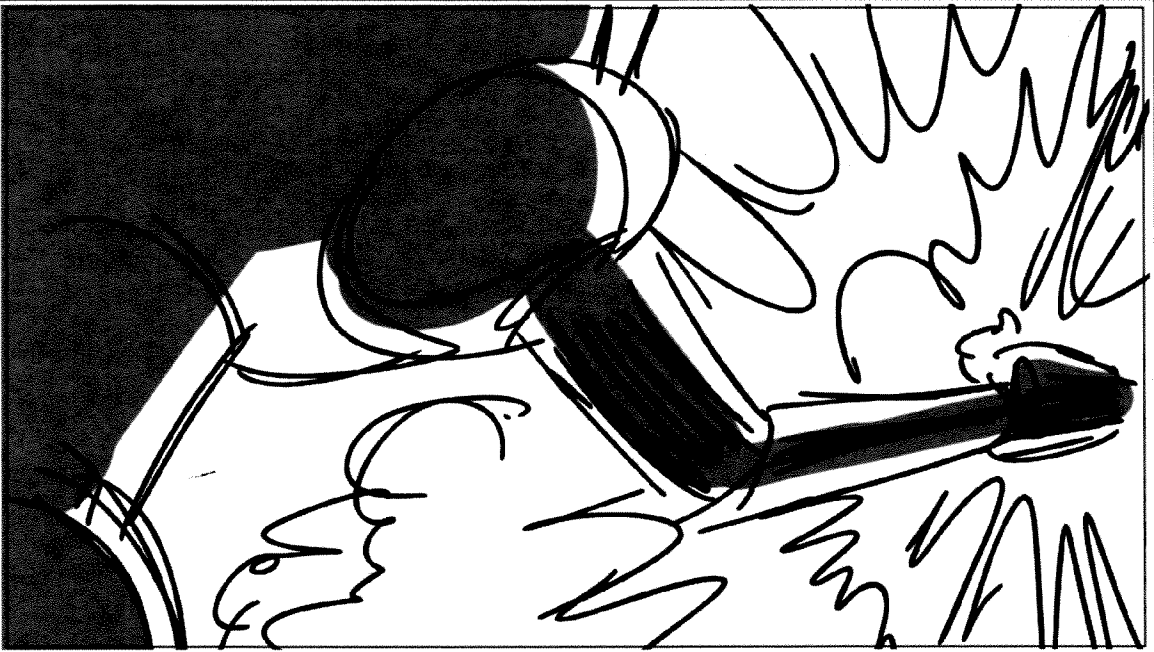
Scene	Panel
174	1



Slugging
Panels 1 + 2 = 1.04

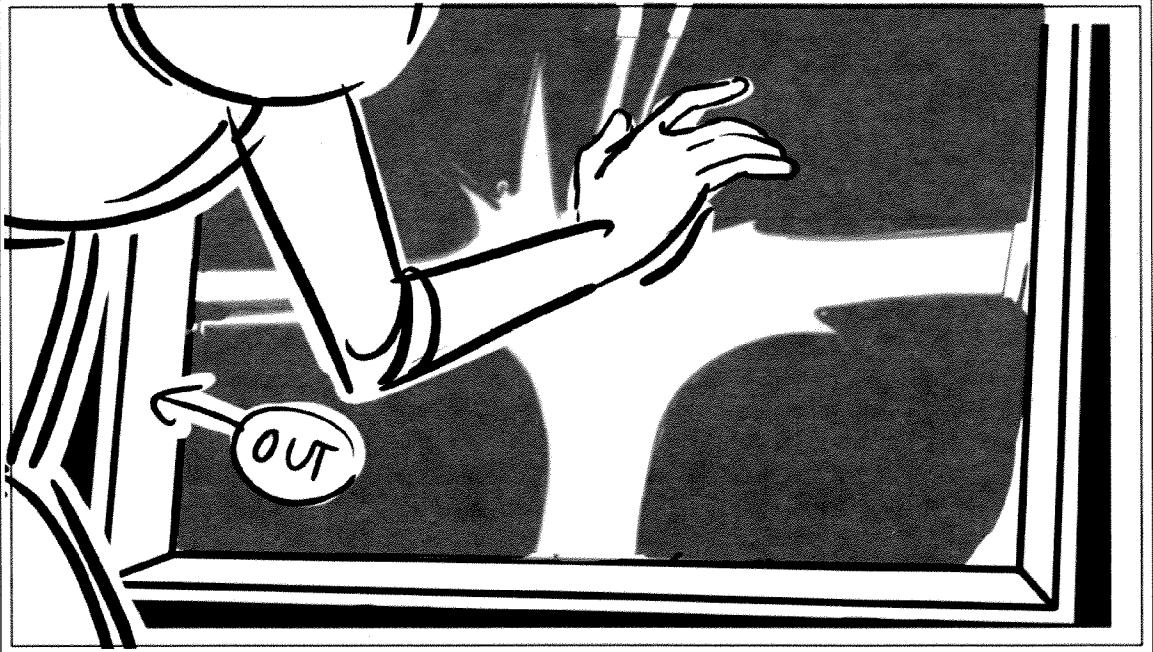
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Scene 174 Panel 2



Action Notes
GARNET shocks the machine

Scene 174 Panel 3



Action Notes
GARNET out

Slugging
1.00

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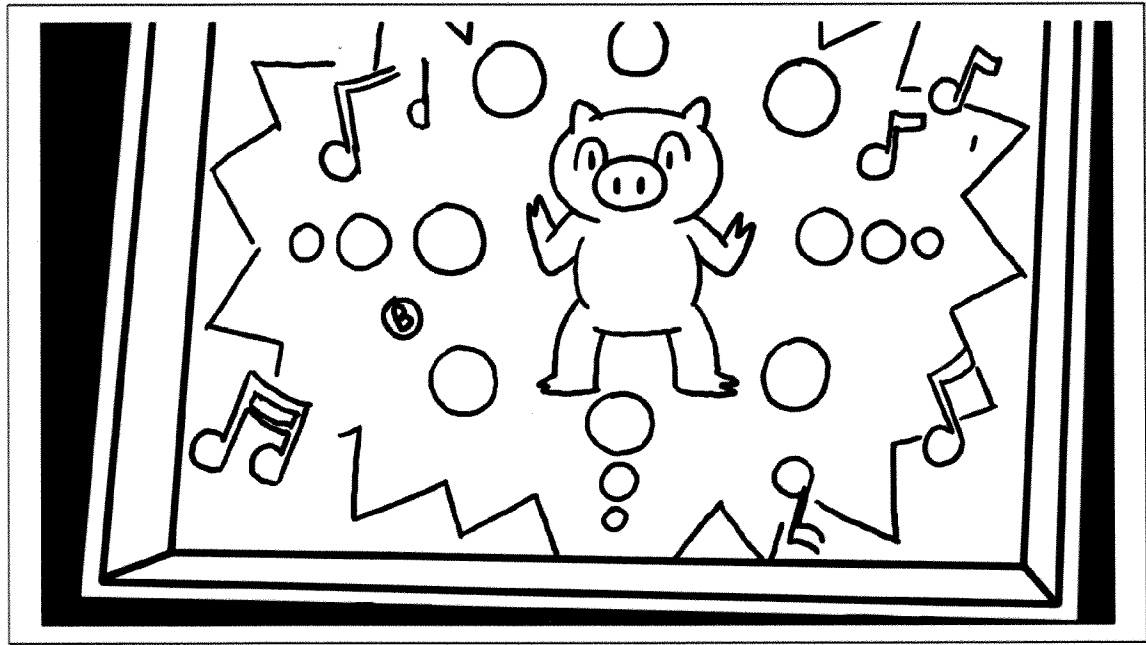
1020-009

1020-009

1020-009

NO SC
175

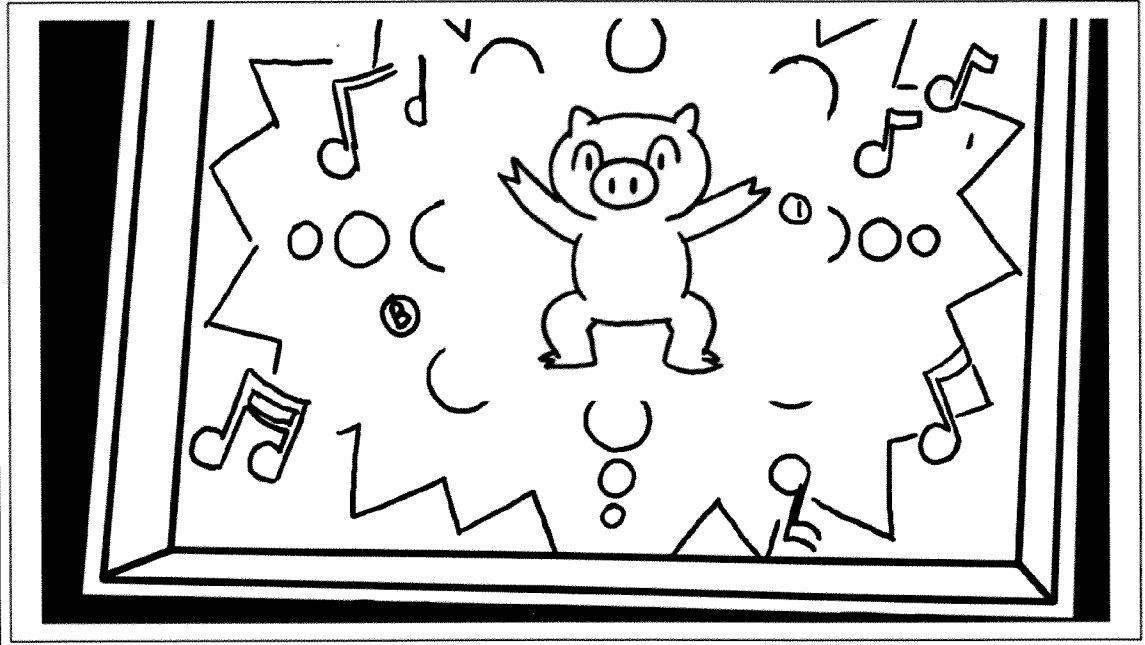
Scene 174 Panel 4



Action Notes
The game comes back onto the screen

Slugging
0.12

Scene 174 Panel 5



Action Notes
NO SCENE 175
next scene 176

Slugging
1.00

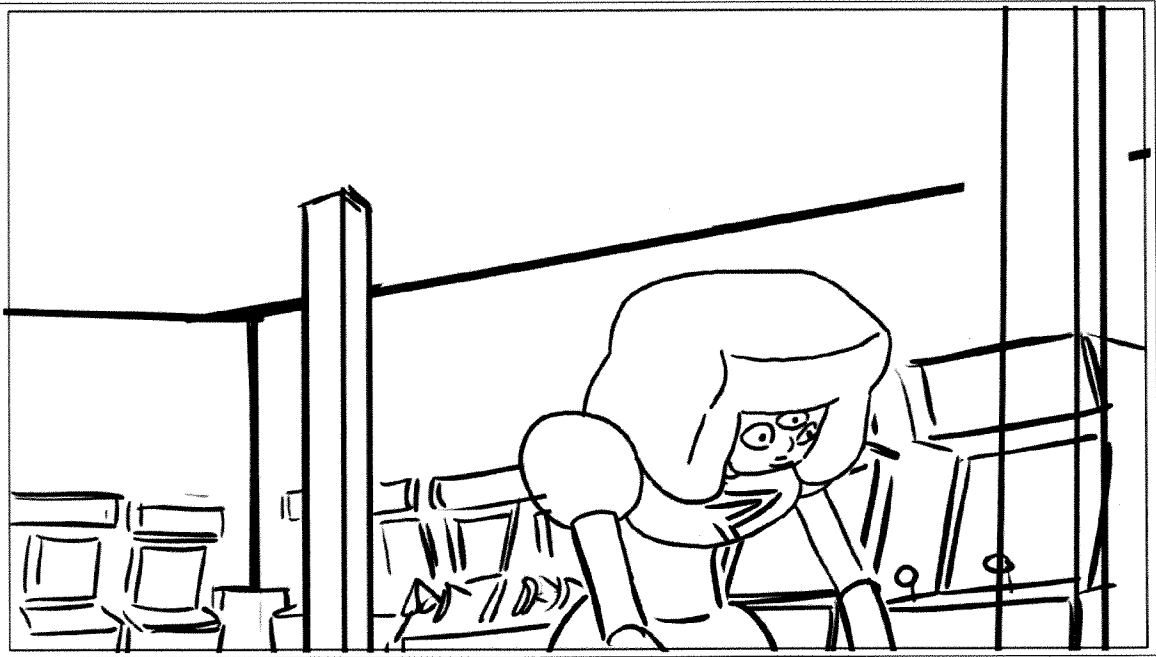
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1020.009

1020.009

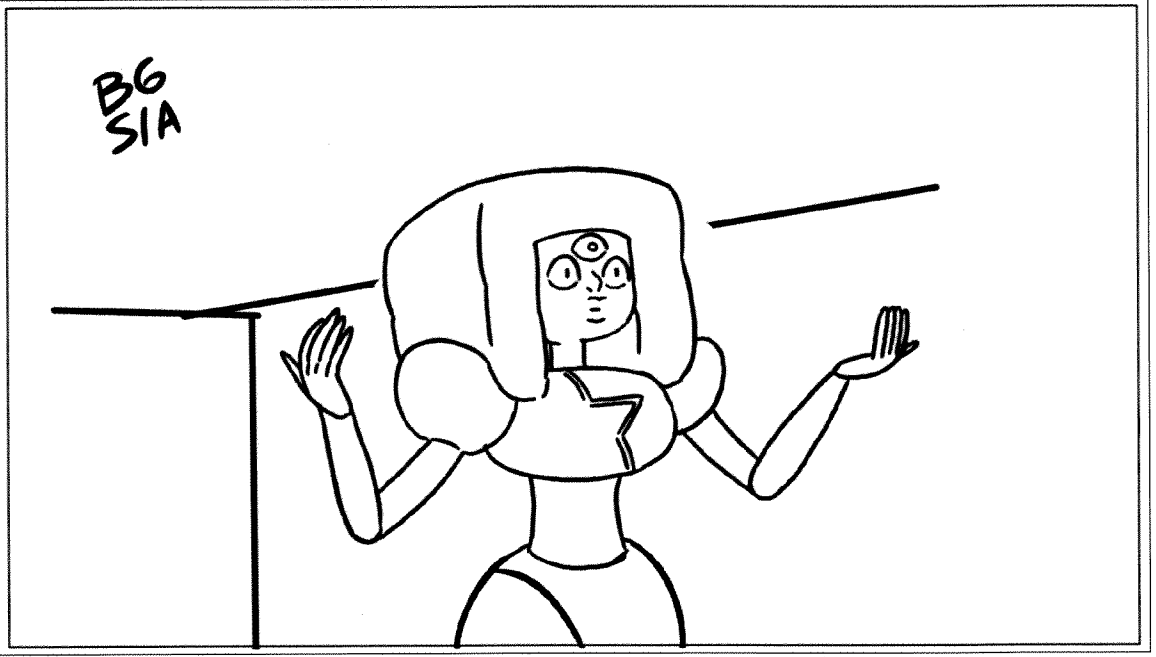
Scene 176 Panel 1



Action Notes
NO SCENE 175,
prev scene 147

Slugging
0.04

Scene 176 Panel 2



Slugging
0.02

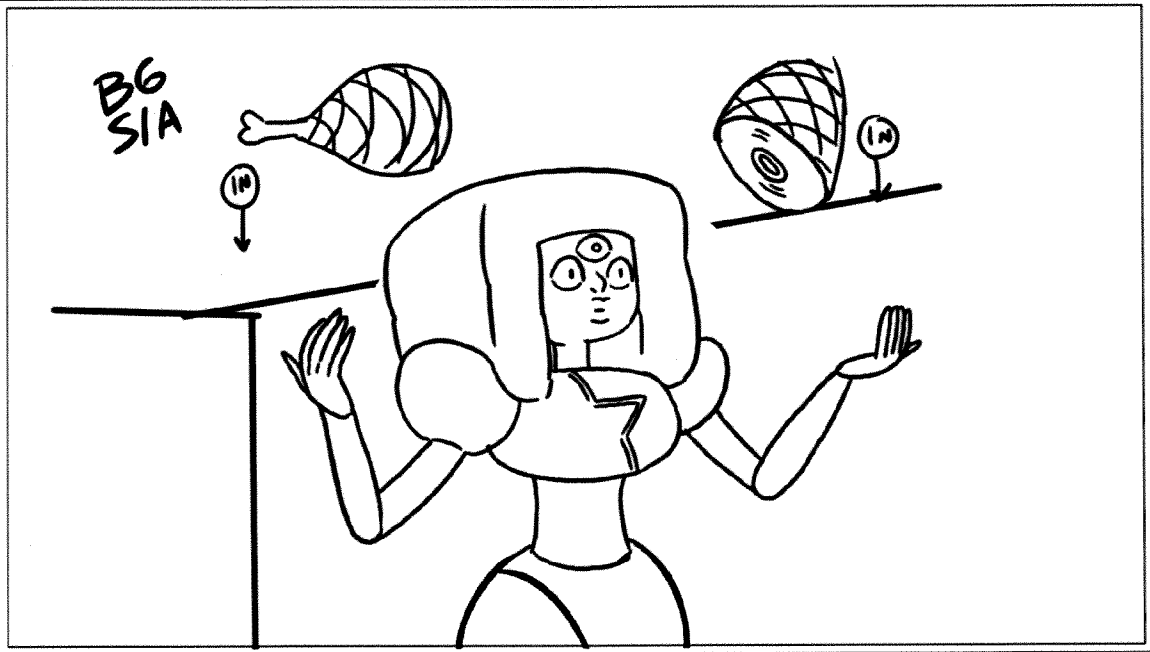
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1020.009

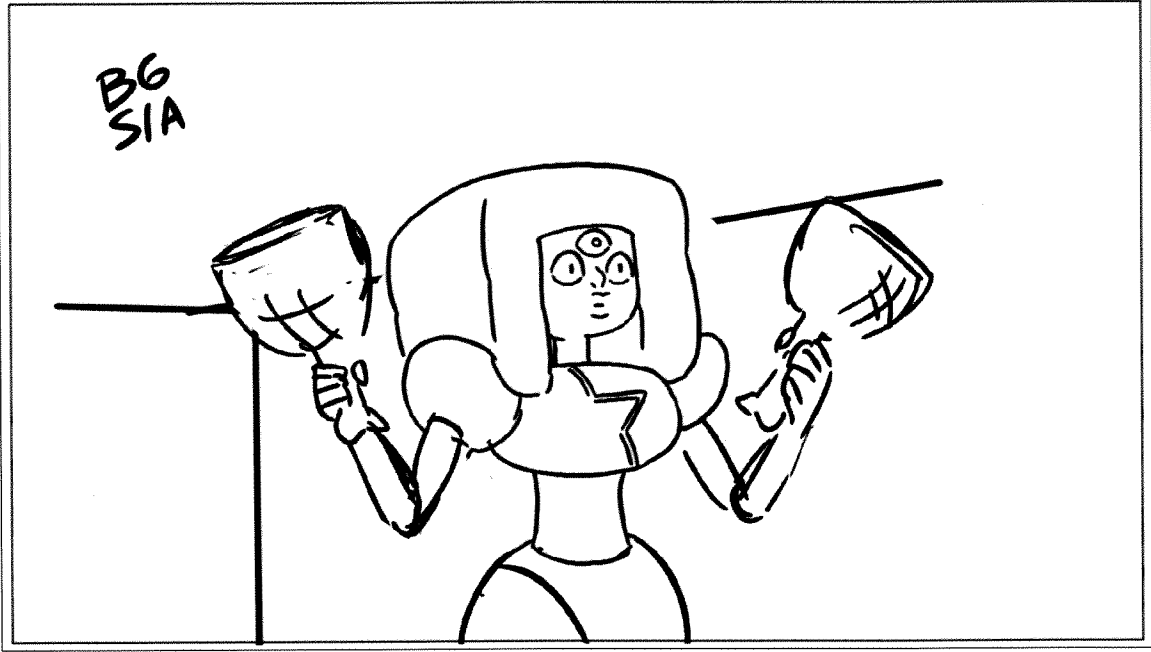
1020.009

Scene 176 *cont* Panel 3



Slugging
0.04

Scene 176 *cont* Panel 4



Action Notes
GARNET catches game controllers

Slugging
0.10

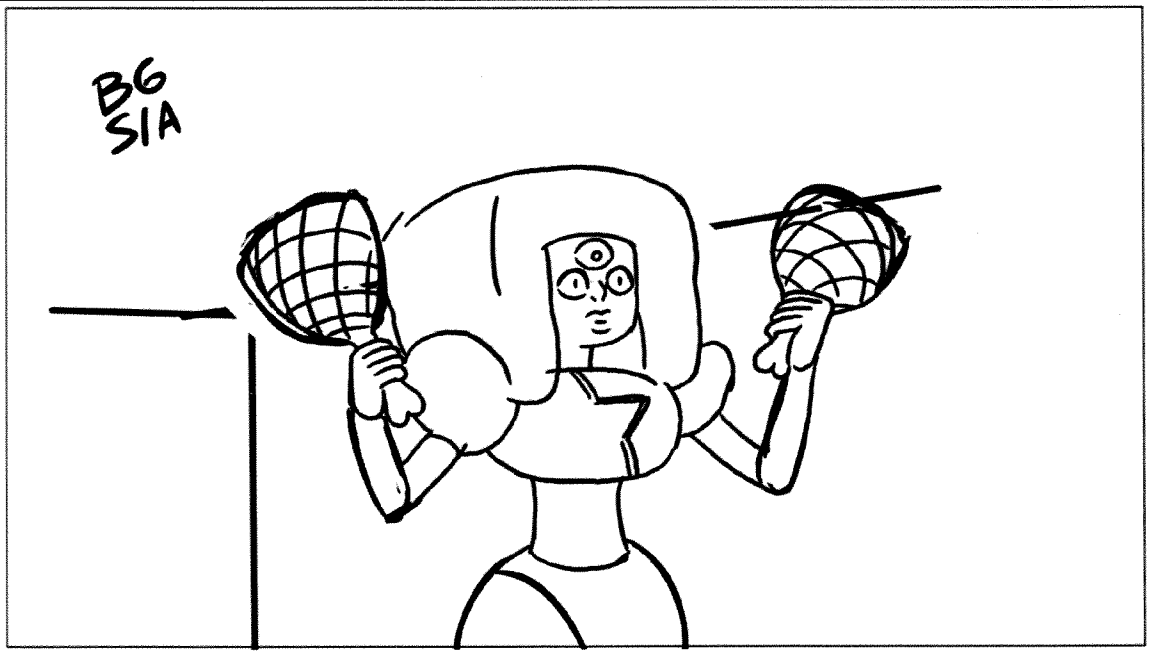
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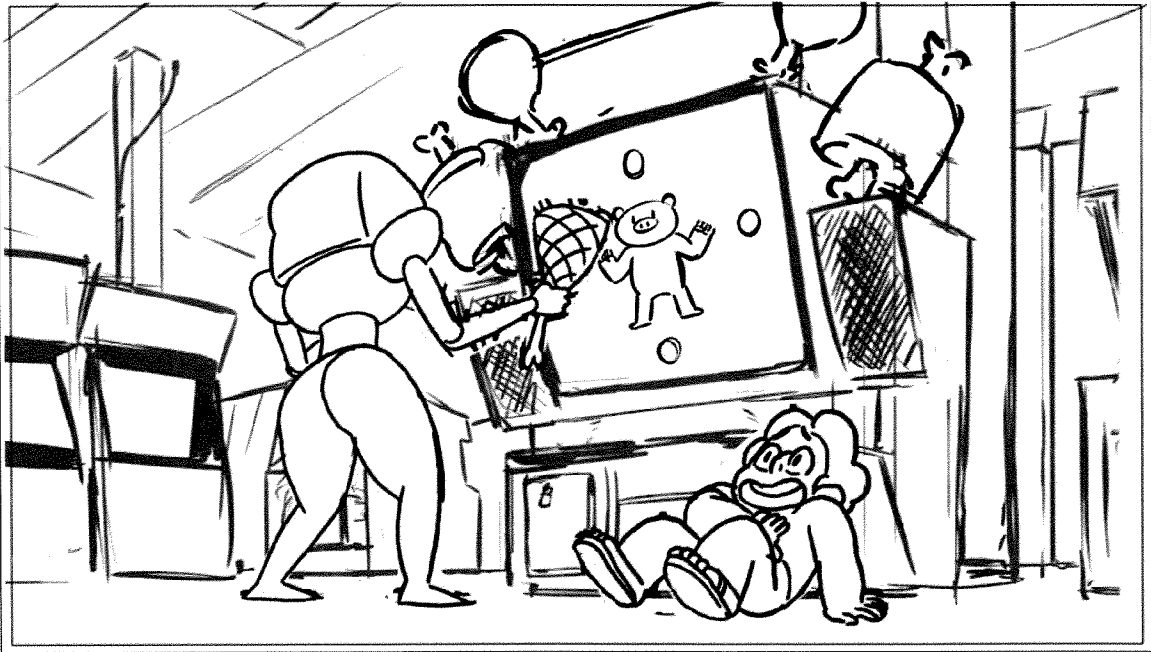
1020-009

Scene 176 *cont* Panel 5



Slugging
0.15

Scene 177 Panel 1



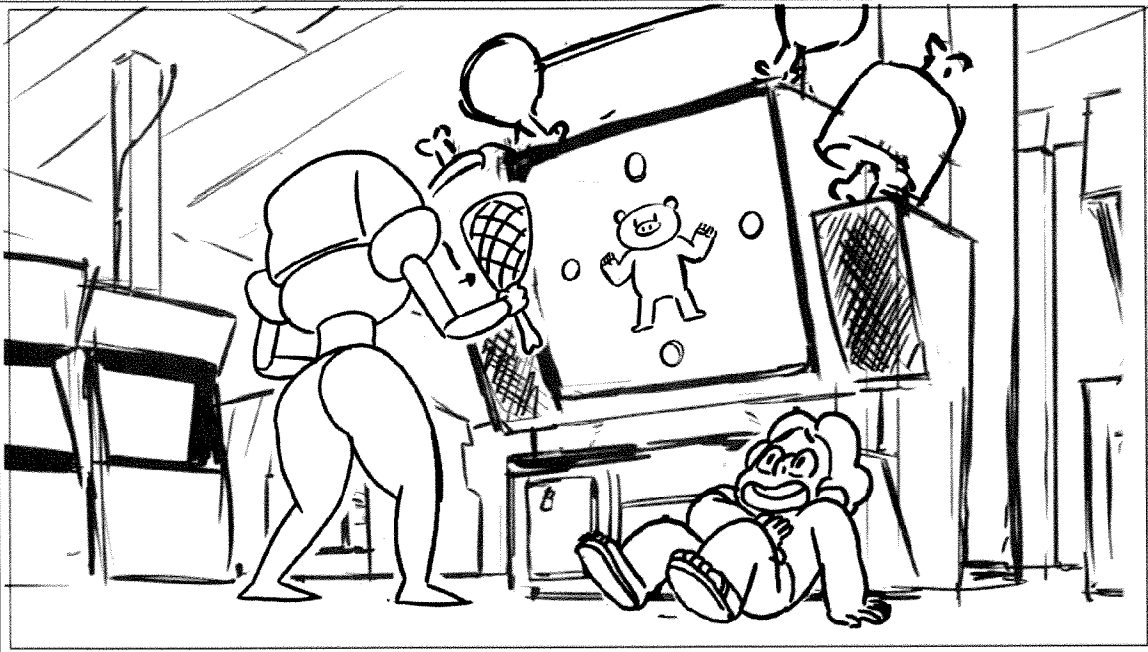
Dialog
GAME: TIME TO TURN UP THE HEAT!

Action Notes
Panels 1 to 4 x 2

Slugging
Panels 1 to 4 x 2 = 2.00
Total frames for the scene: 4.03
0.12

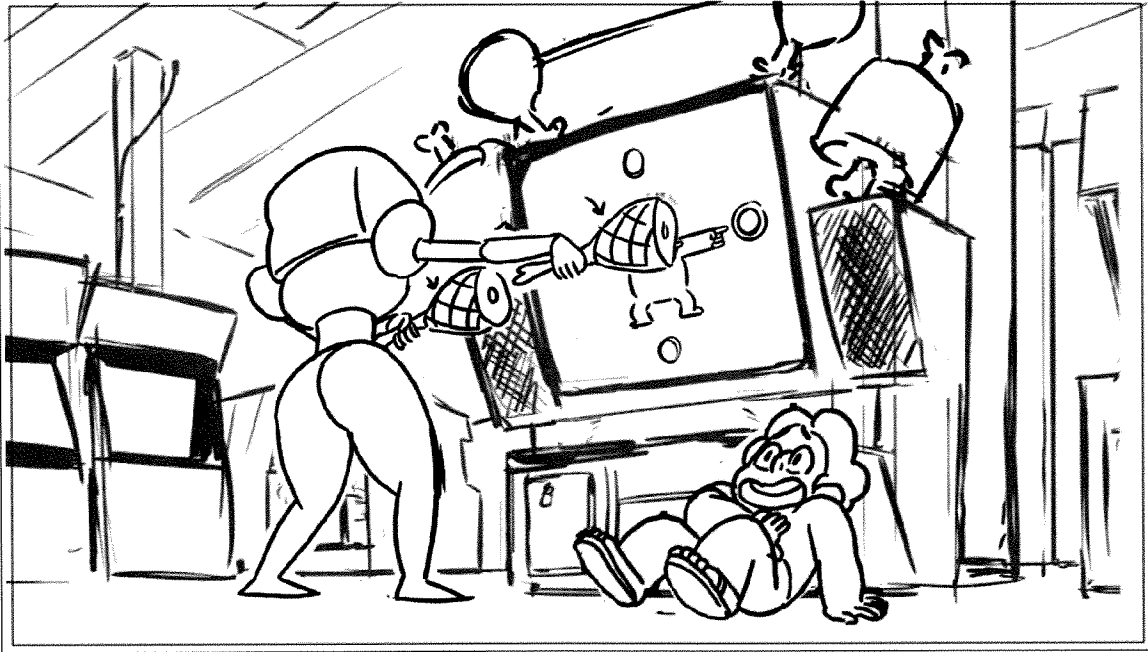
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Scene 177 Panel 2



Slugging
0.08

Scene 177 Panel 3



Slugging
0.06

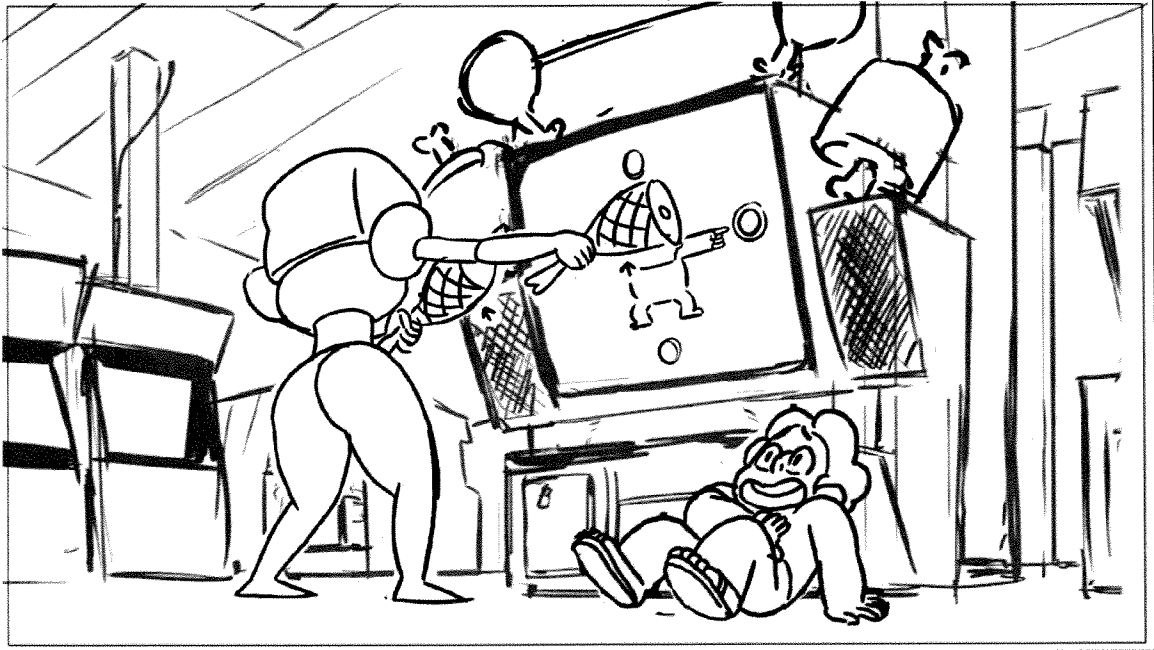
JUN 17 2013

1020-009

1020-009

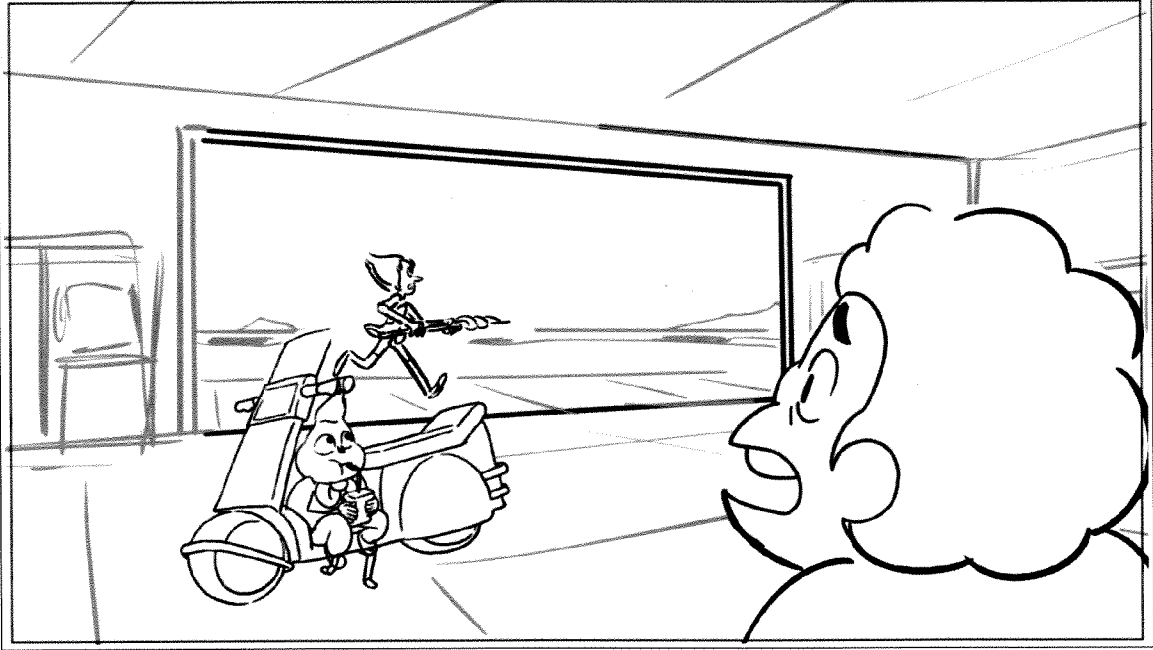
1020-009

Scene 177 Panel 4



Slugging
0.06

Scene 178 Panel 1



Action Notes
PEARL runs left to right

Slugging
Panels 1 to 3 = 0.07

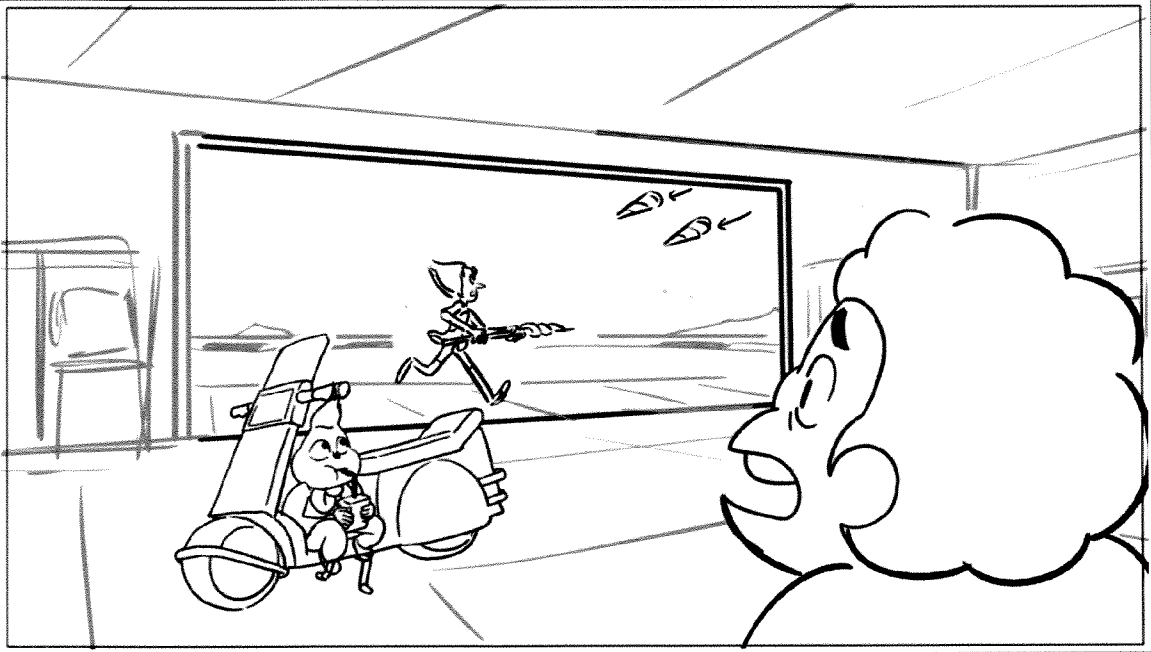
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1020.009

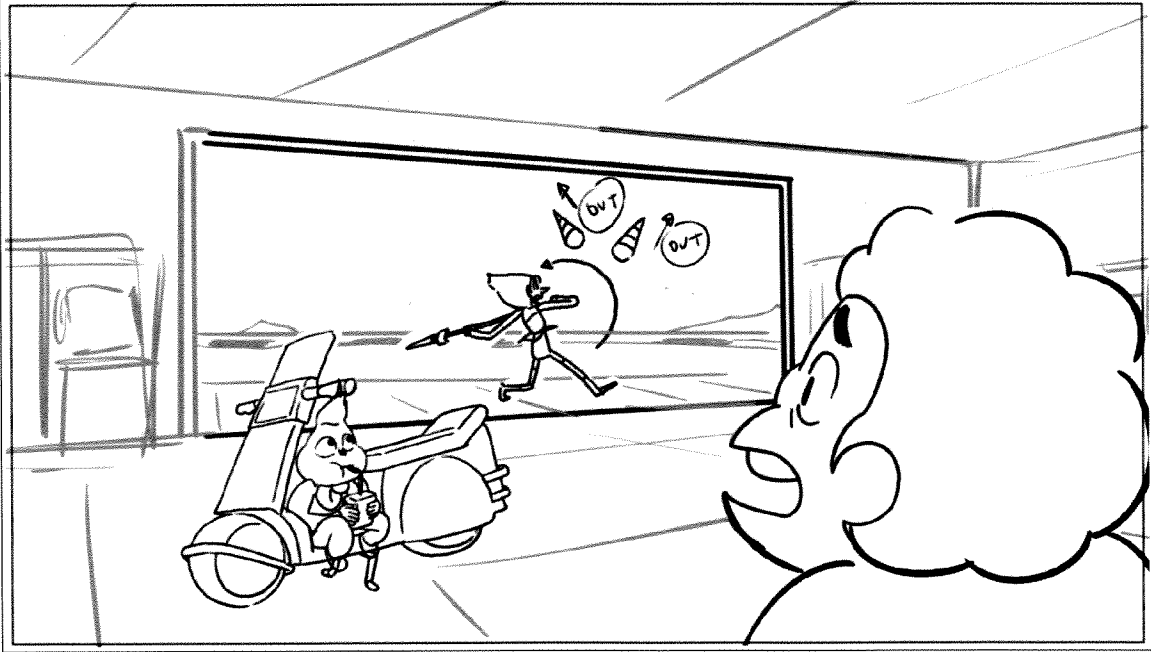
1020.009

Scene 178 Panel 2
CONT



Action Notes
Spikes in

Scene 178 Panel 3
CONT

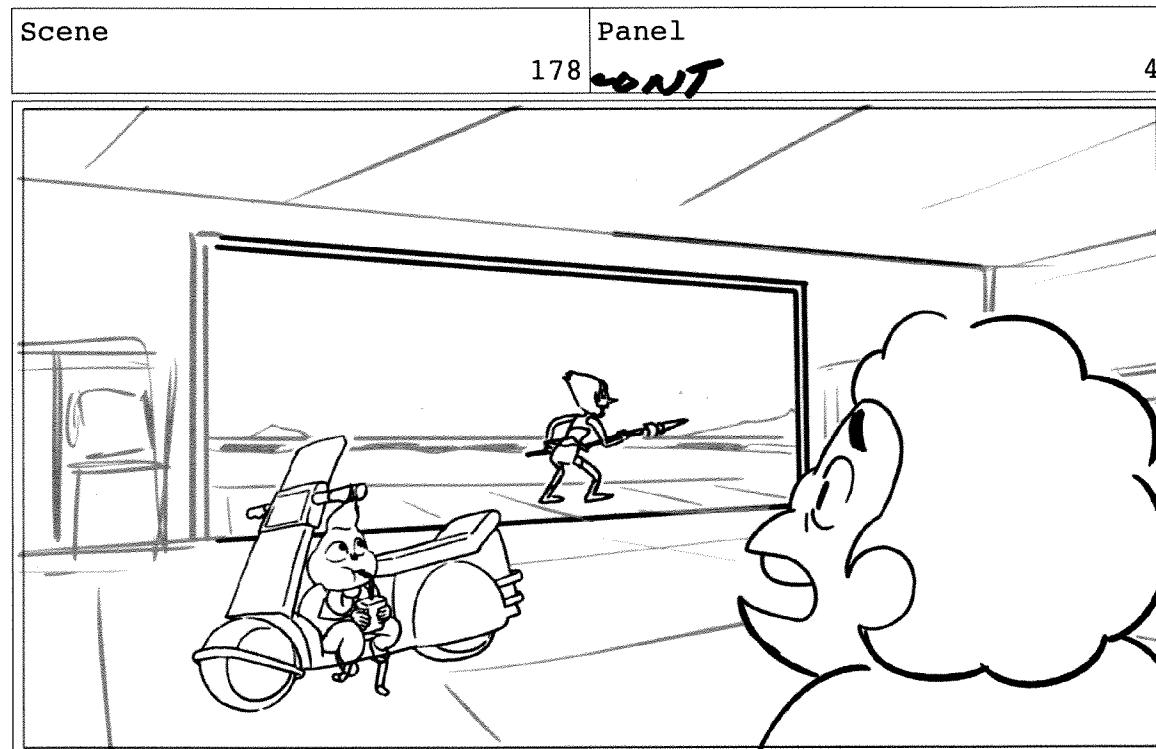


Action Notes
PEARL hits the spikes with her spear

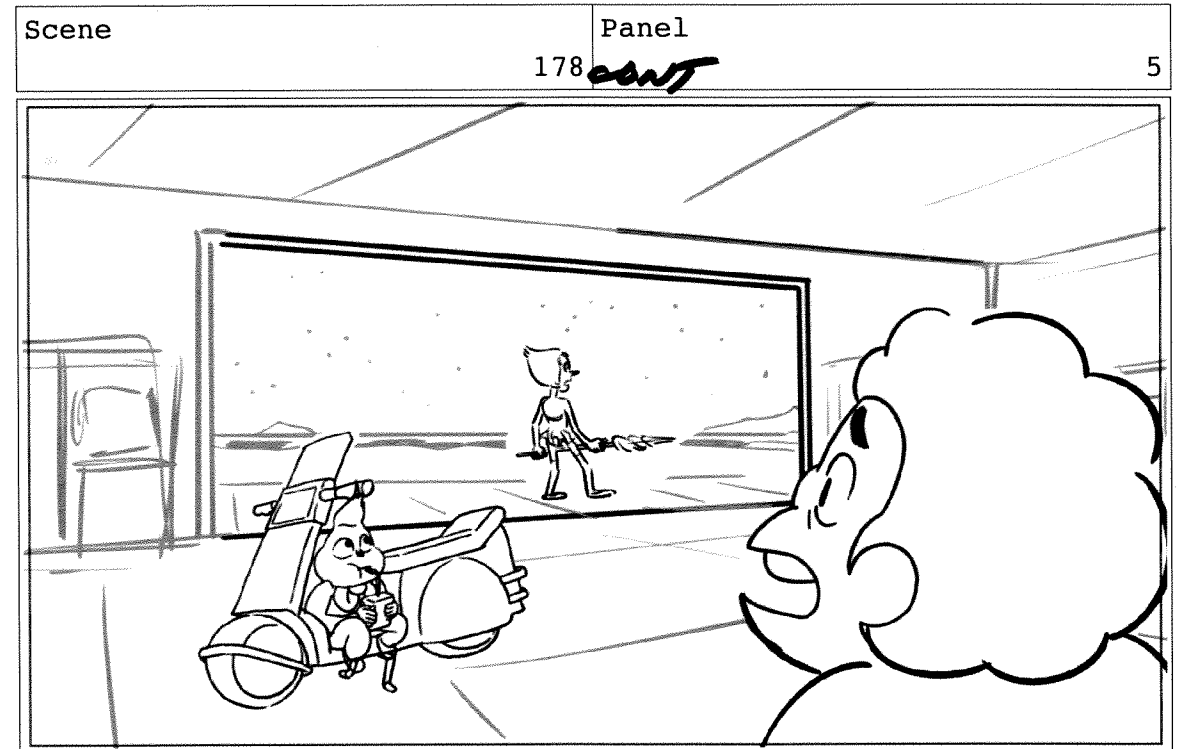
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1020-009

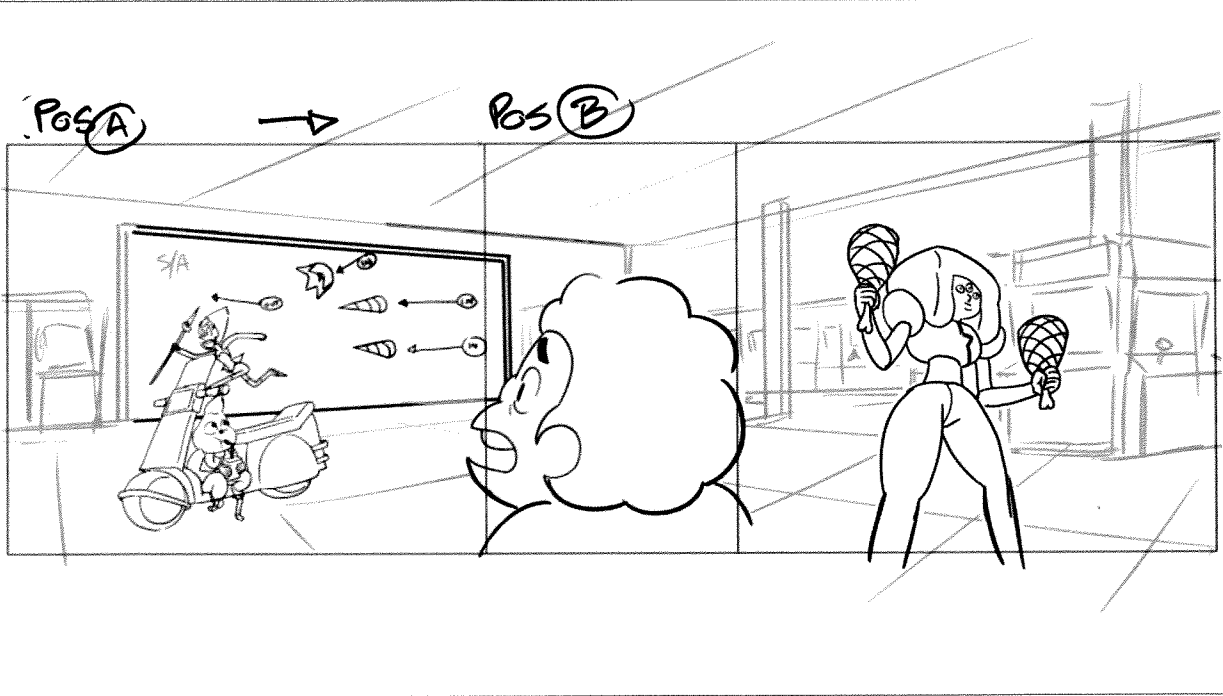


Slugging
Panels 3 + 4 = 0.04



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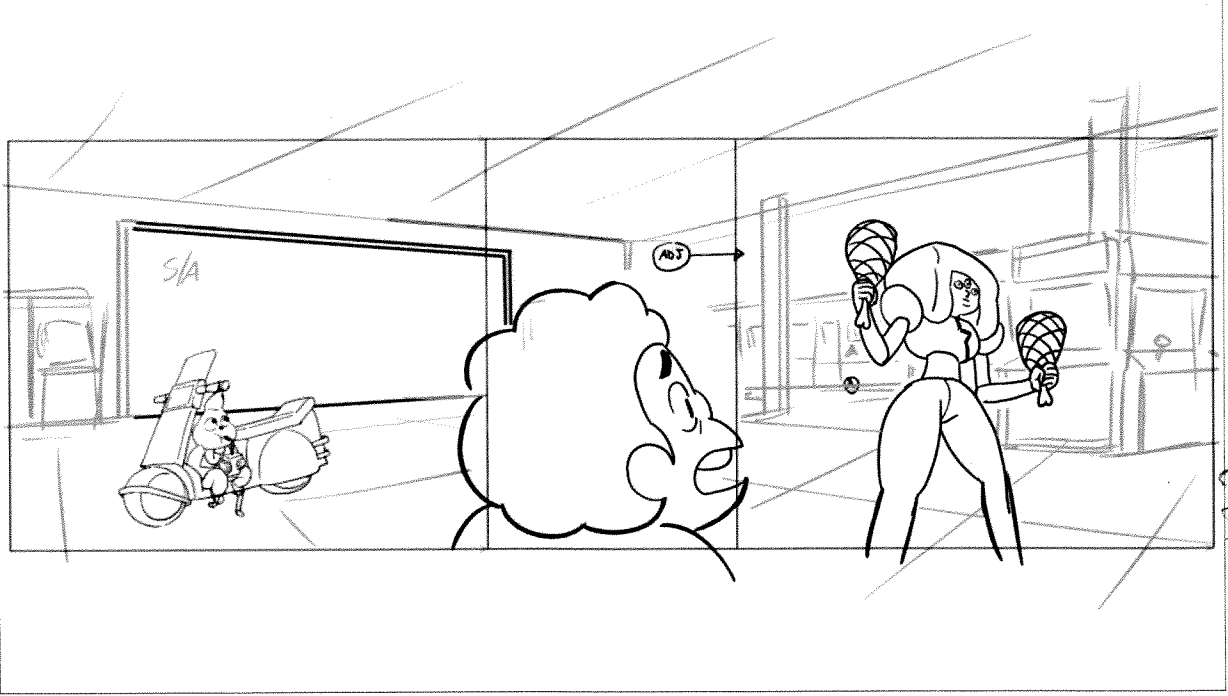
Scene 178 Panel 6
CONT



Slugging
HOLD: 0.11

Slugging
HOLD: 0.04
Then ADJ: 0.09
Then HOLD: 0.07

Scene 178 Panel 7
CONT



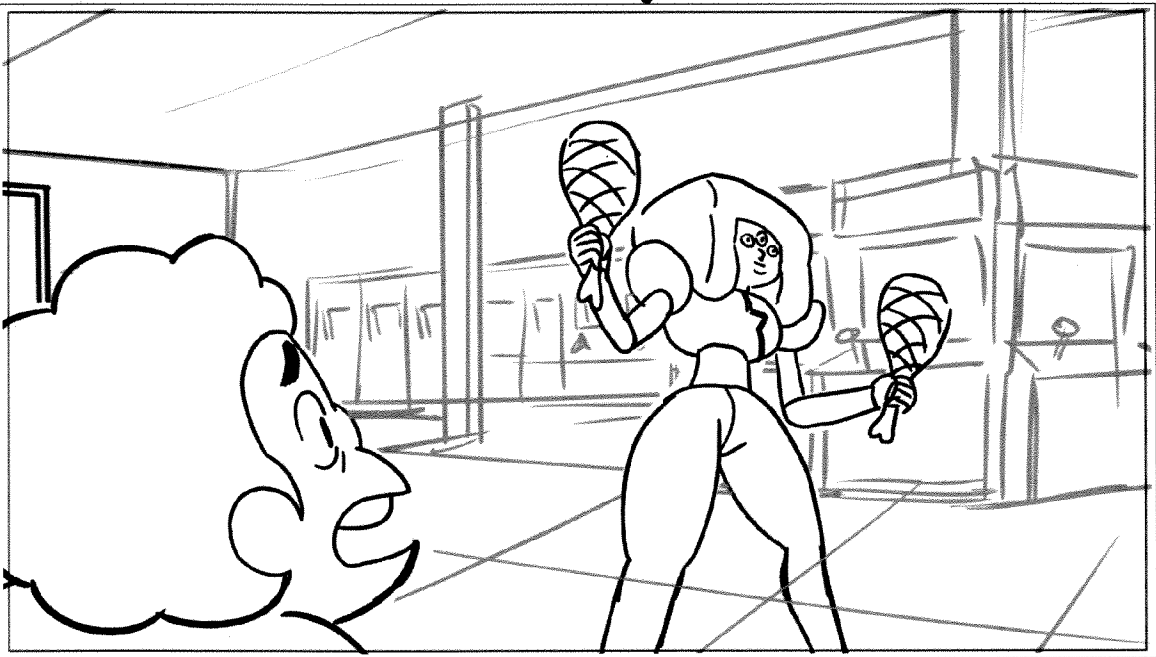
Dialog
STEVEN: THE RHYTHM HAS HER!

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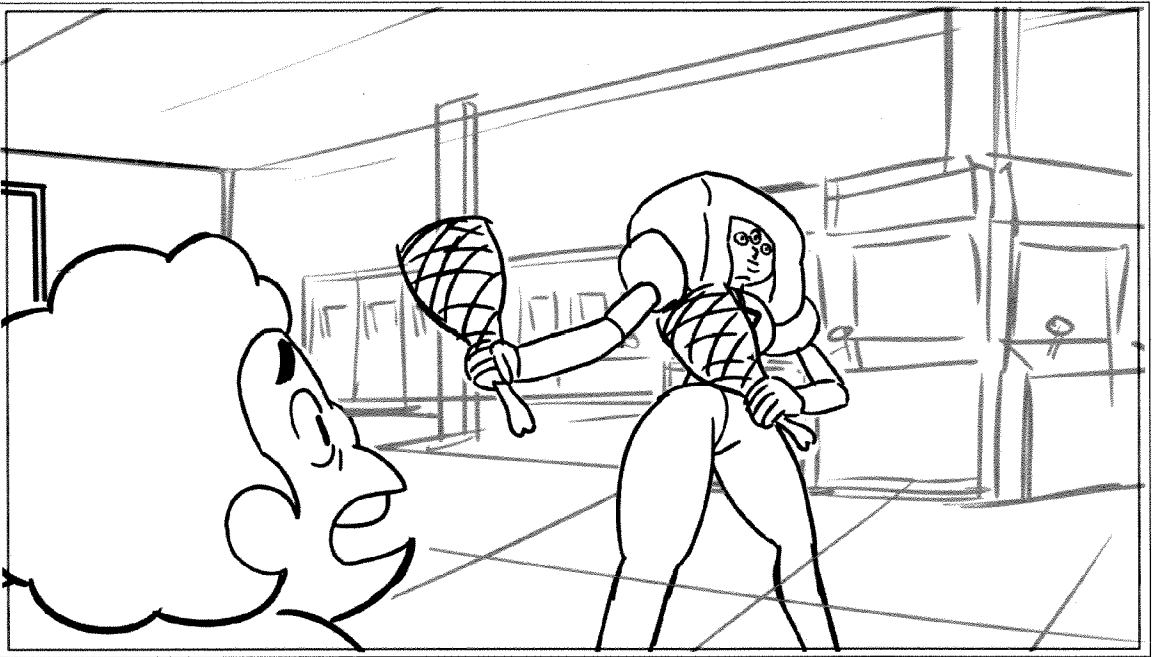
Scene 178 Panel 8



Action Notes
GARNET's arms cycle randomly

Slugging
0.06

Scene 178 Panel 9



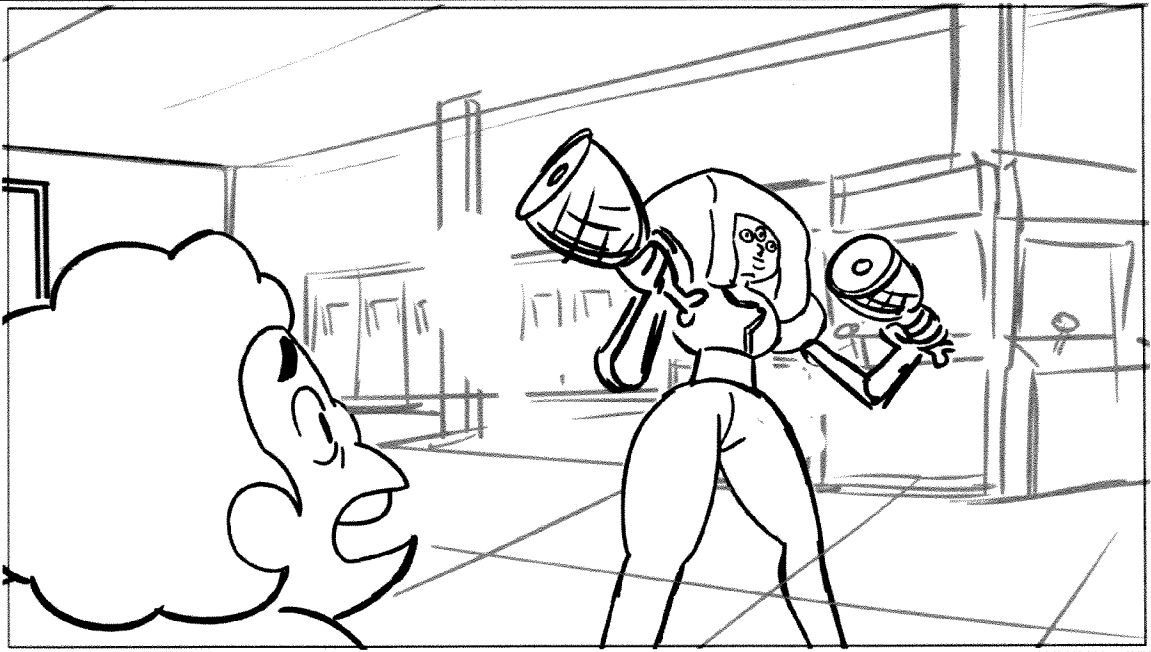
Slugging
0.06

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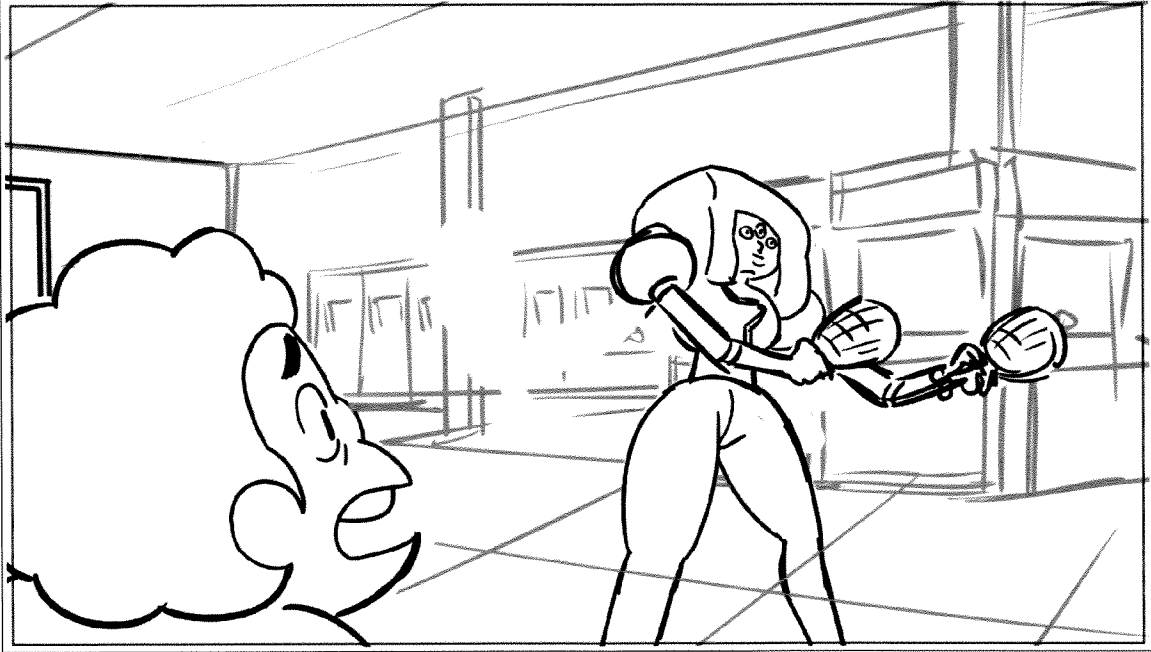
1020.009

Scene 178 Panel 10



Slugging
Panels 10 to 12 = 1.06

Scene 178 Panel 11

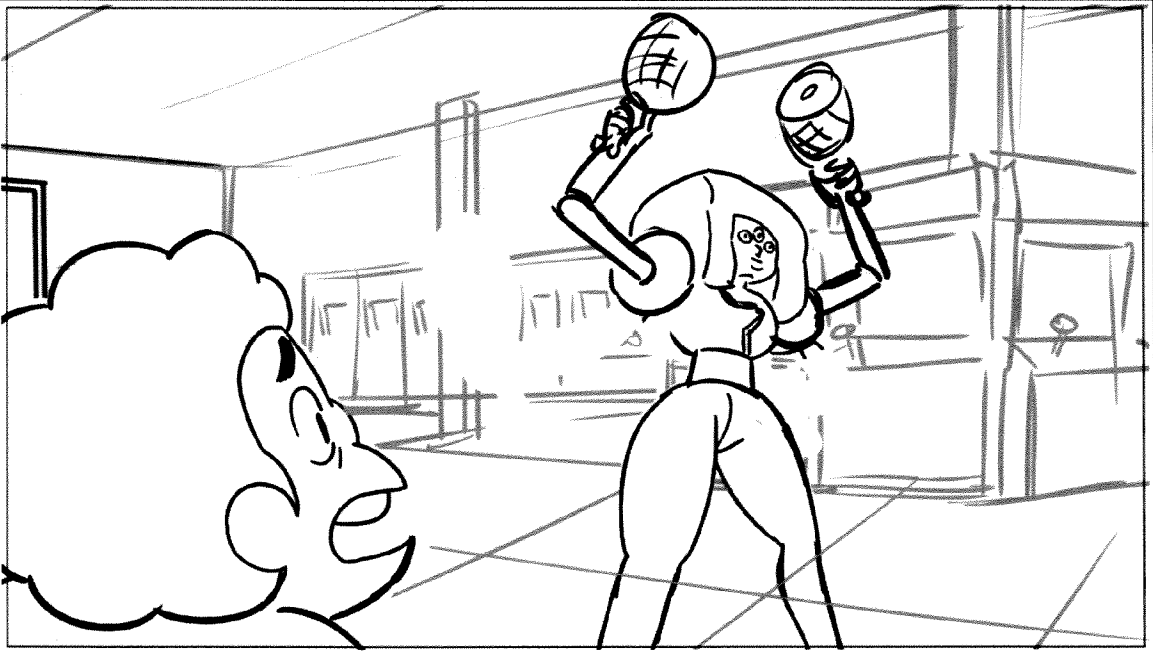


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Scene 178 Panel 12



Scene 179 Panel 1



Slugging
0.05

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Scene 179 CONT Panel 2



Dialog
STEVEN: THE ONLY WAY TO DEFEAT

Slugging
2.07

Scene 179 CONT Panel 3



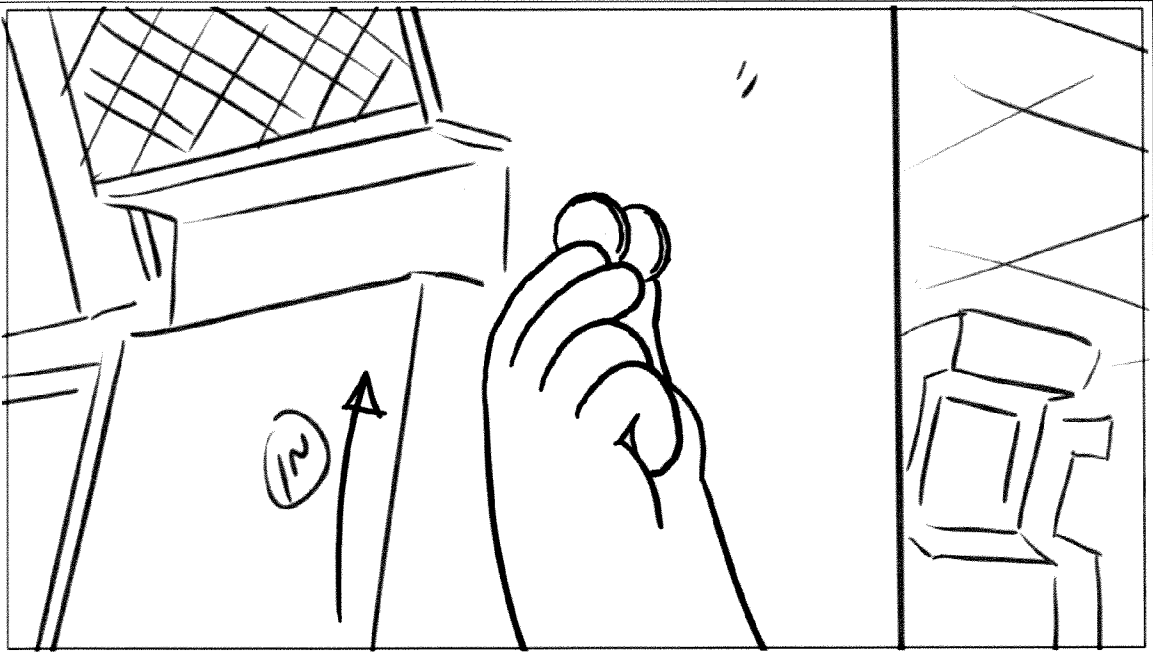
Action Notes
STEVEN reaches into his pocket

Slugging
0.10
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1020-0701

Scene	Panel
180	1

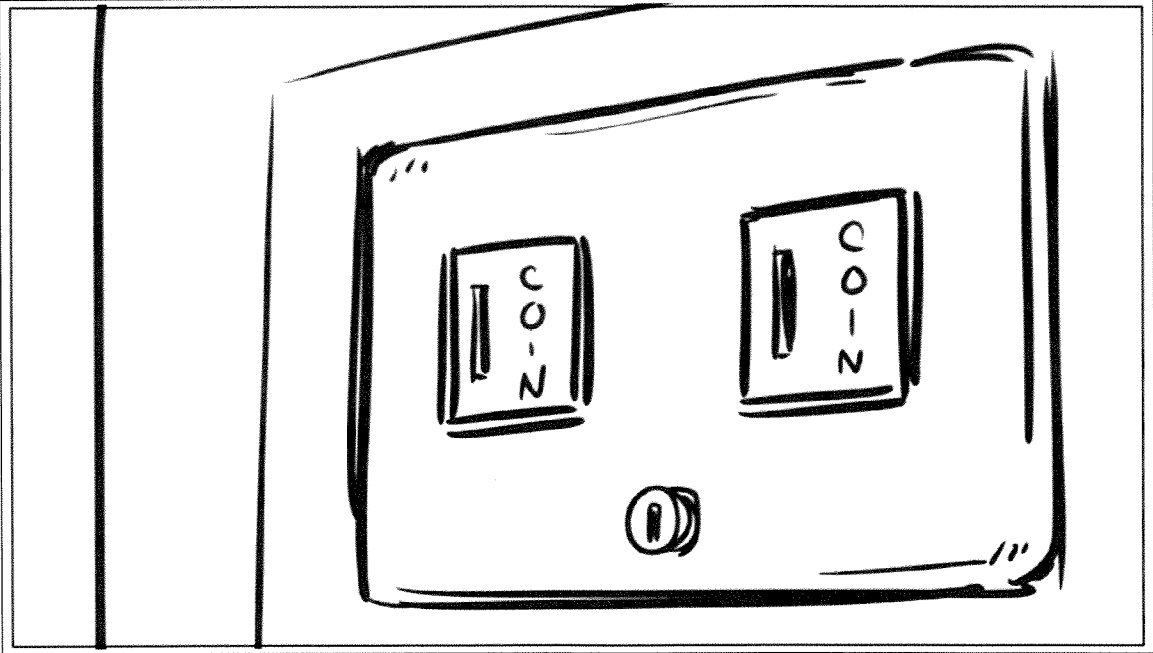


Dialog
STEVEN: THE BEAT

Action Notes
STEVEN's hand in, holding two quarters

Slugging
1.09

Scene	Panel
181	1



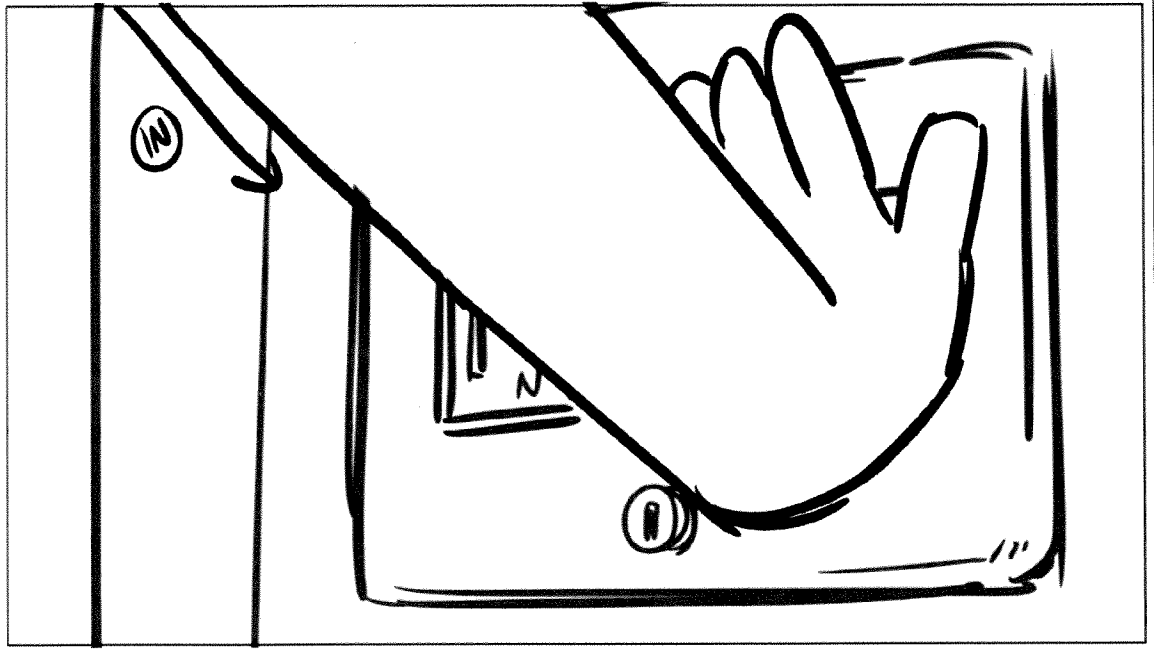
Slugging
0.08

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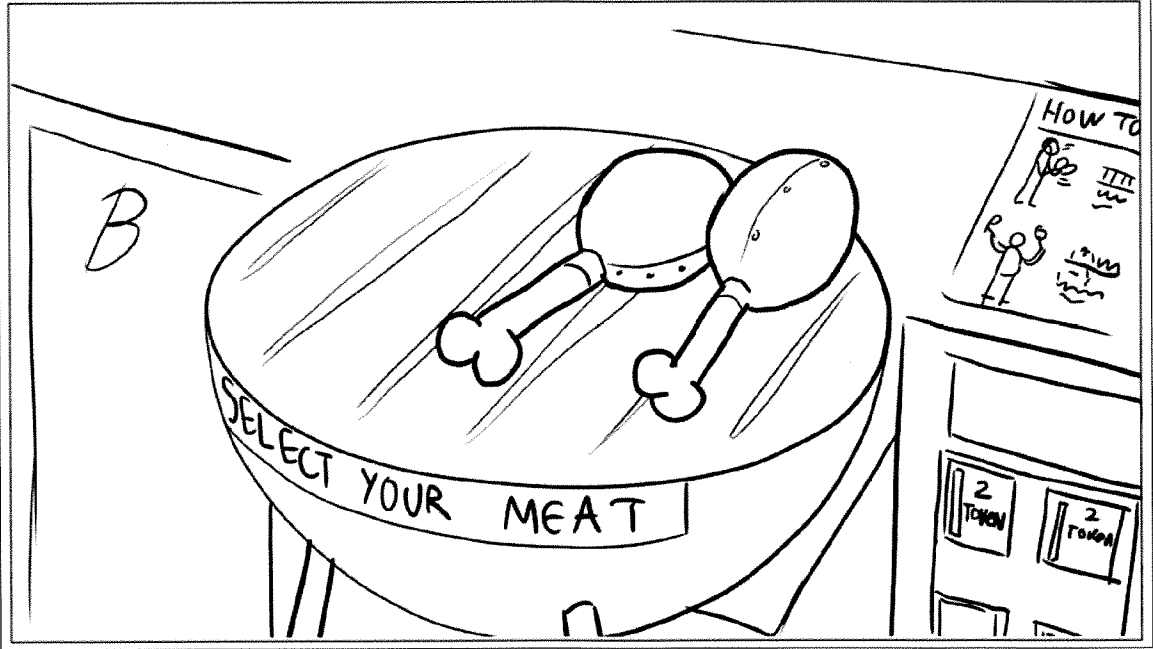
1020.009

Scene	Panel
181	2



Slugging
0.13

Scene	Panel
182	1



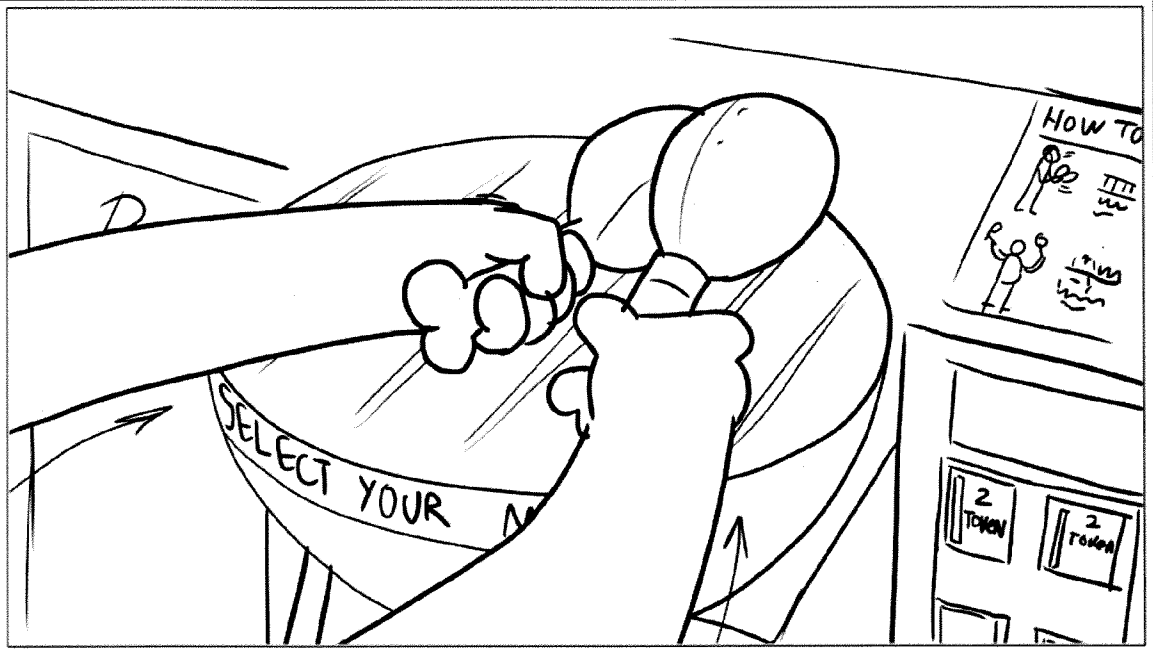
Slugging
0.04

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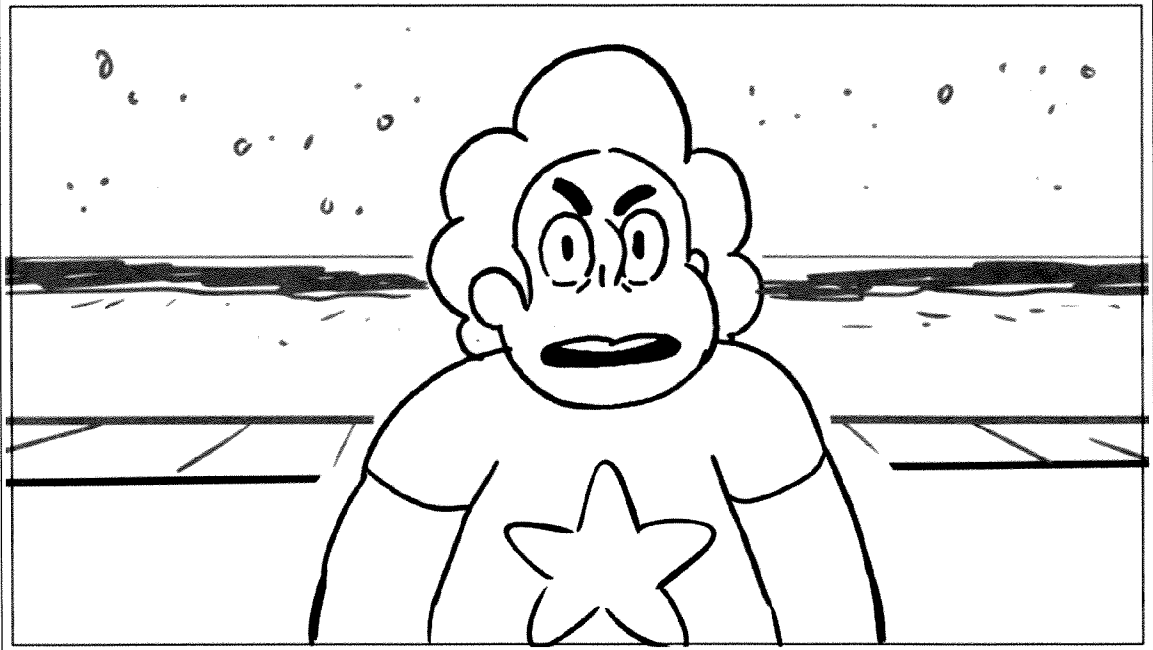
1020-009

Scene	Panel
182	CONT
	2



Slugging
 1.03

Scene	Panel
183	
	1



Slugging
 0.07

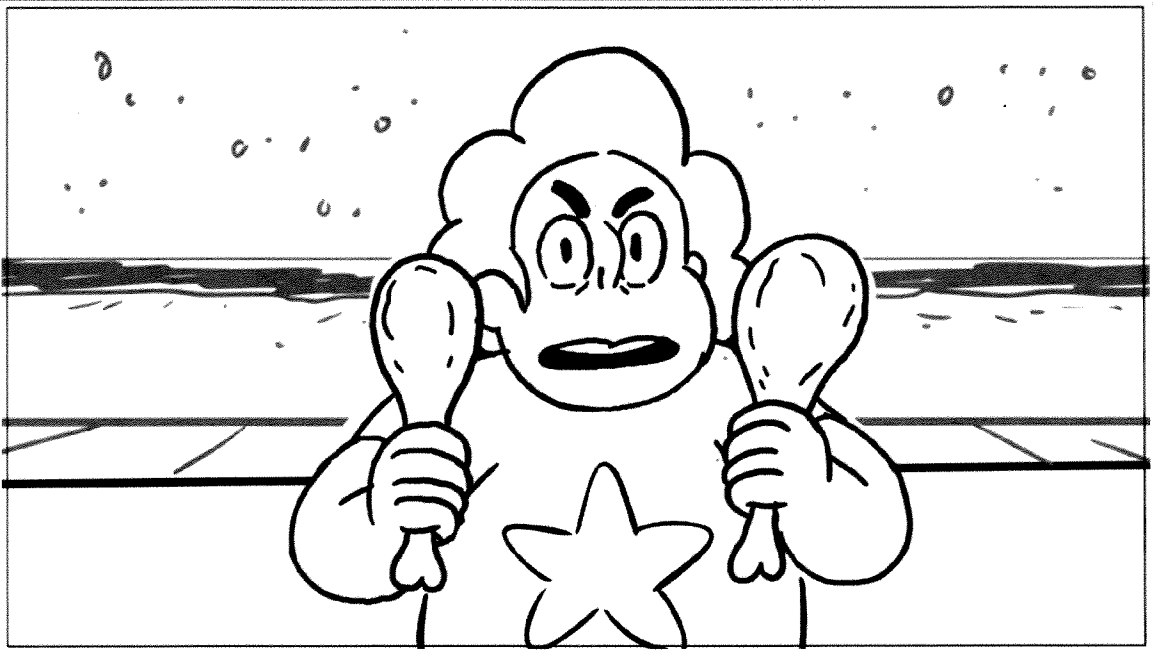
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1020-0701

1020-009

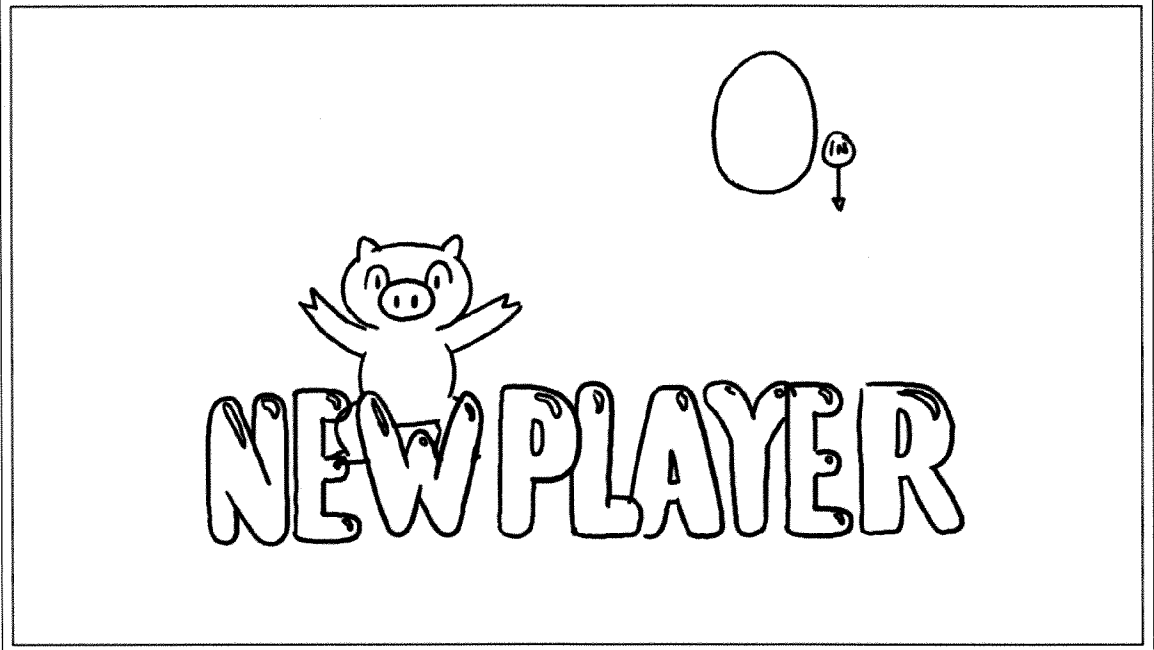
Scene 183 Panel 2



Dialog
STEVEN: IS WITH MEAT!

Slugging
1.08

Scene 184 Panel 1



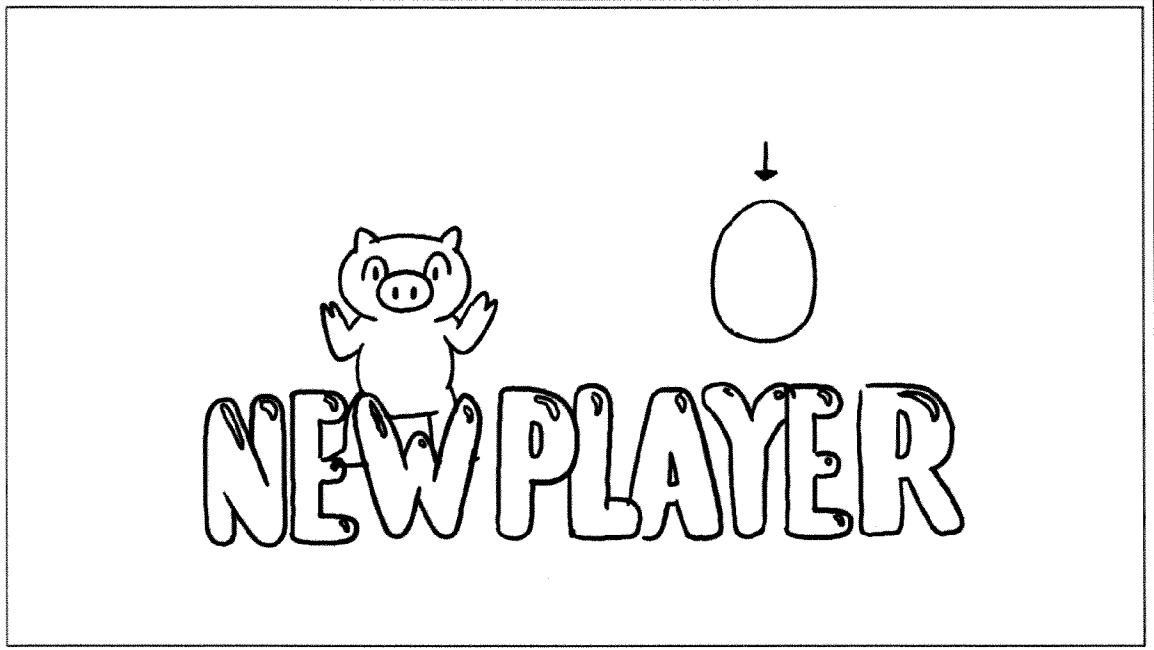
Action Notes
GAME SCREEN

Slugging
0.06
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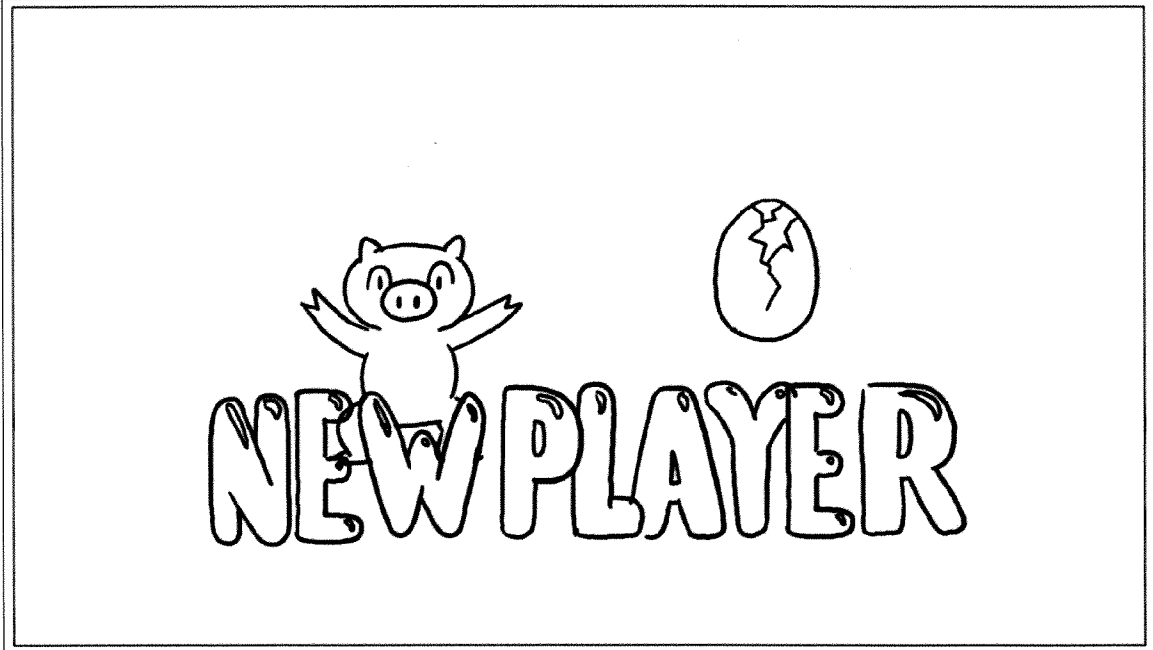
Scene 184 Panel 2
CONT



Dialog
GAME A NEW **PLAYER** HAS ENTERED THE
KITCHEN!!

Slugging
3.14

Scene 184 Panel 3
CONT



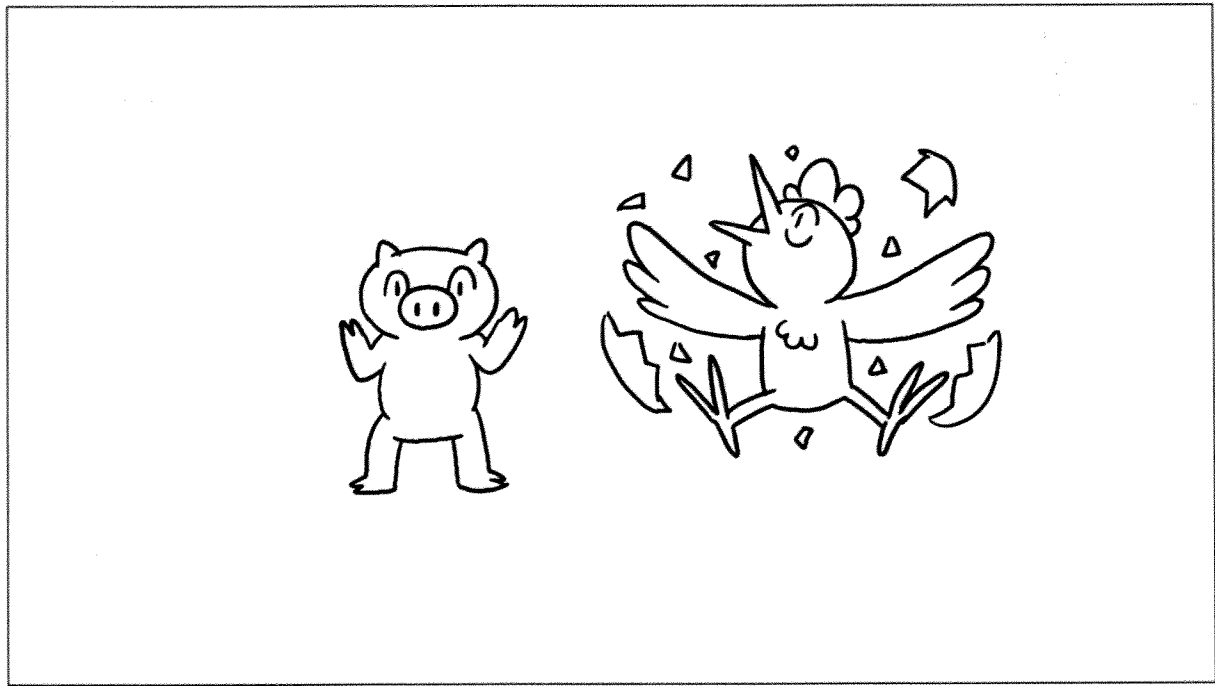
Slugging
0.08

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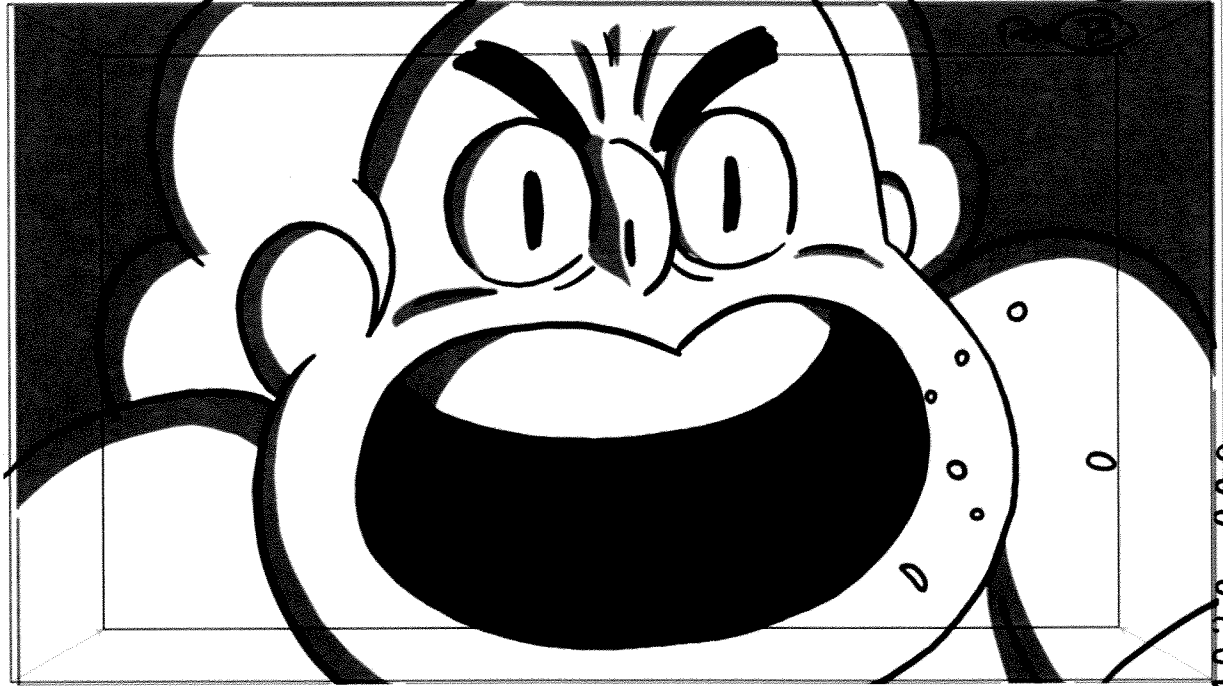
1020.009

Scene	Panel
184	CONT 4



Slugging
1.01

Scene	Panel
185	1



Dialog
STEVEN: I HAVE...

Slugging
ADJ: 0.14

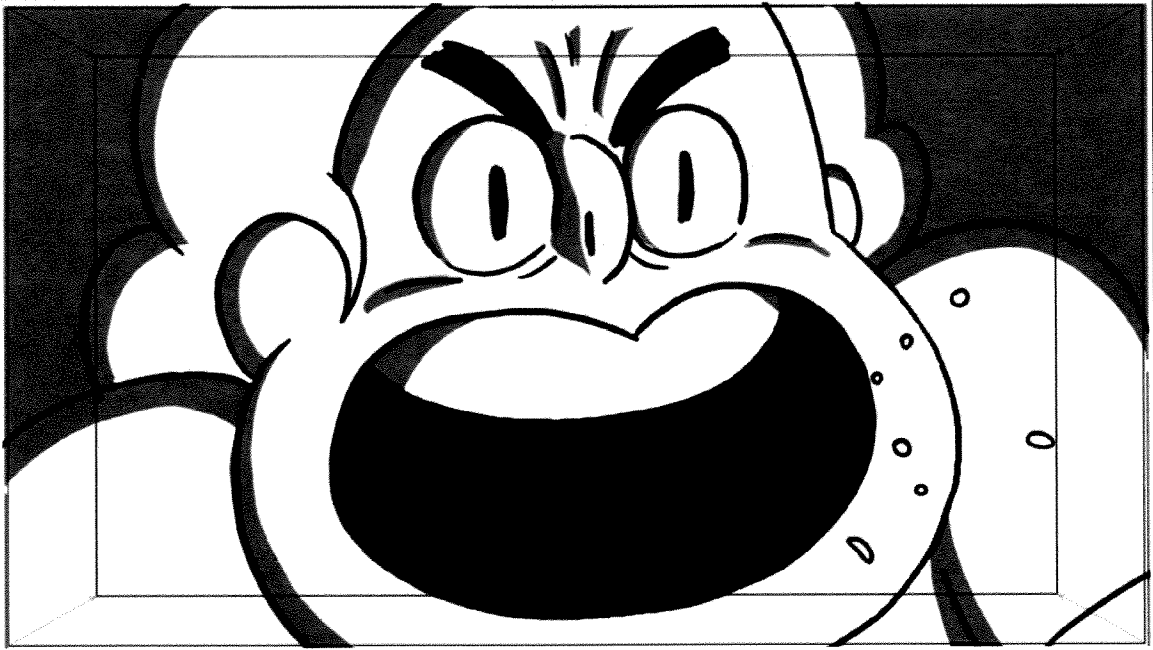
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600.0701

1020.000

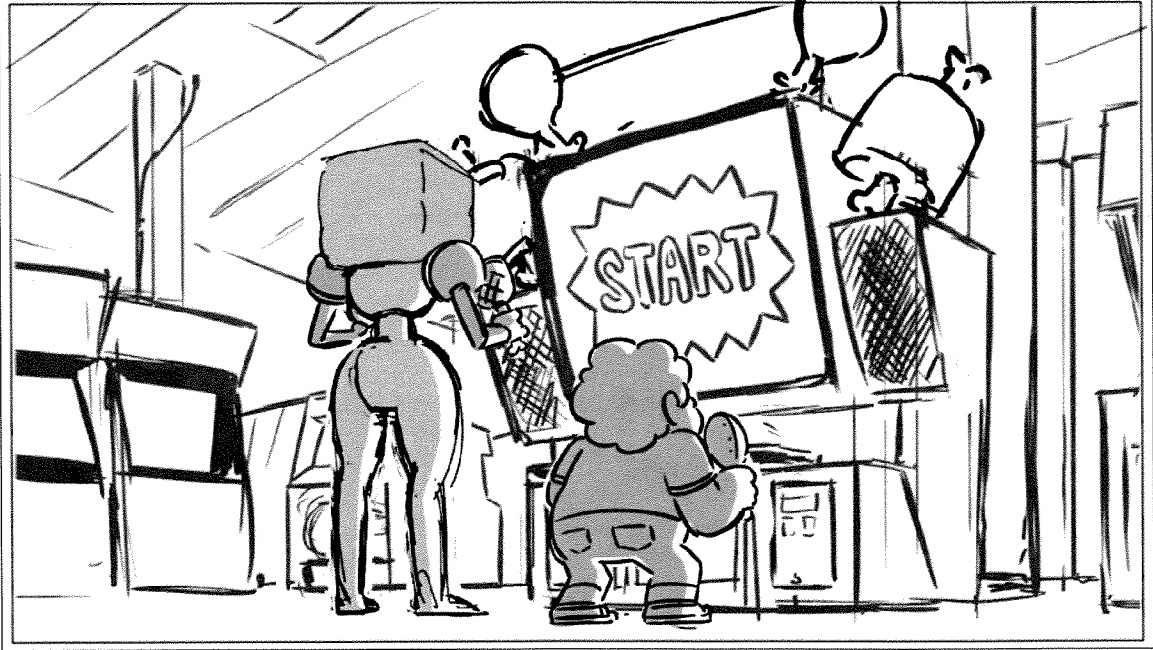
Scene 185 Panel 2



Dialog
STEVEN: ...TO WIN!!

Slugging
2.10

Scene 186 Panel 1



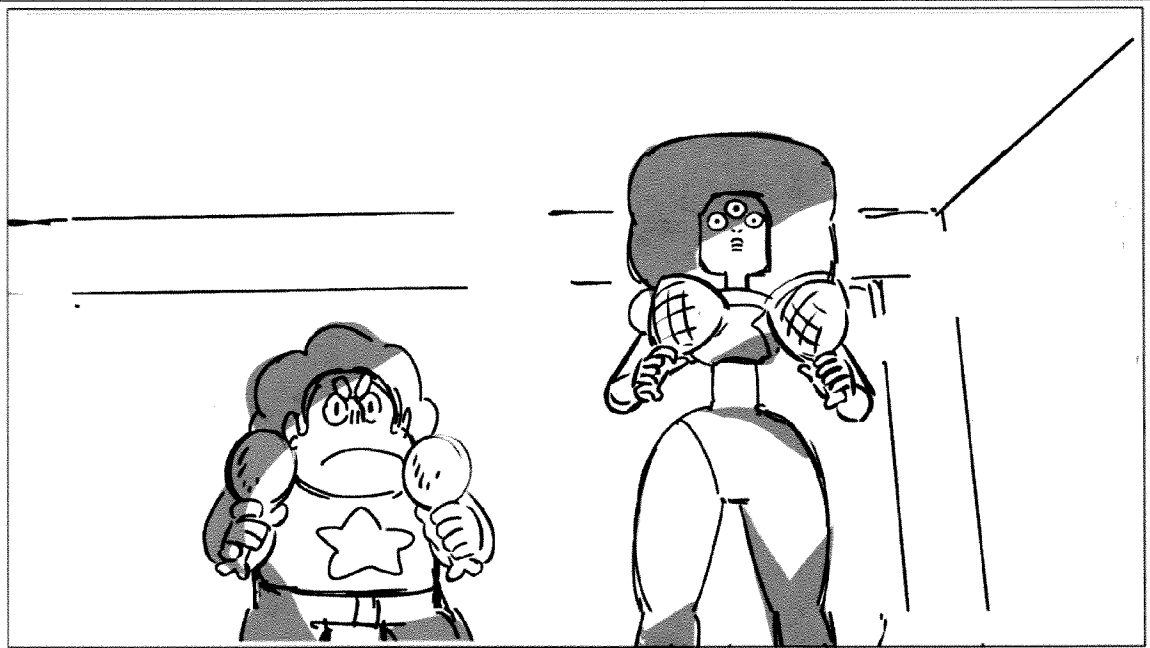
Dialog
GAME LET'S MEAT IT!

Slugging
2.03
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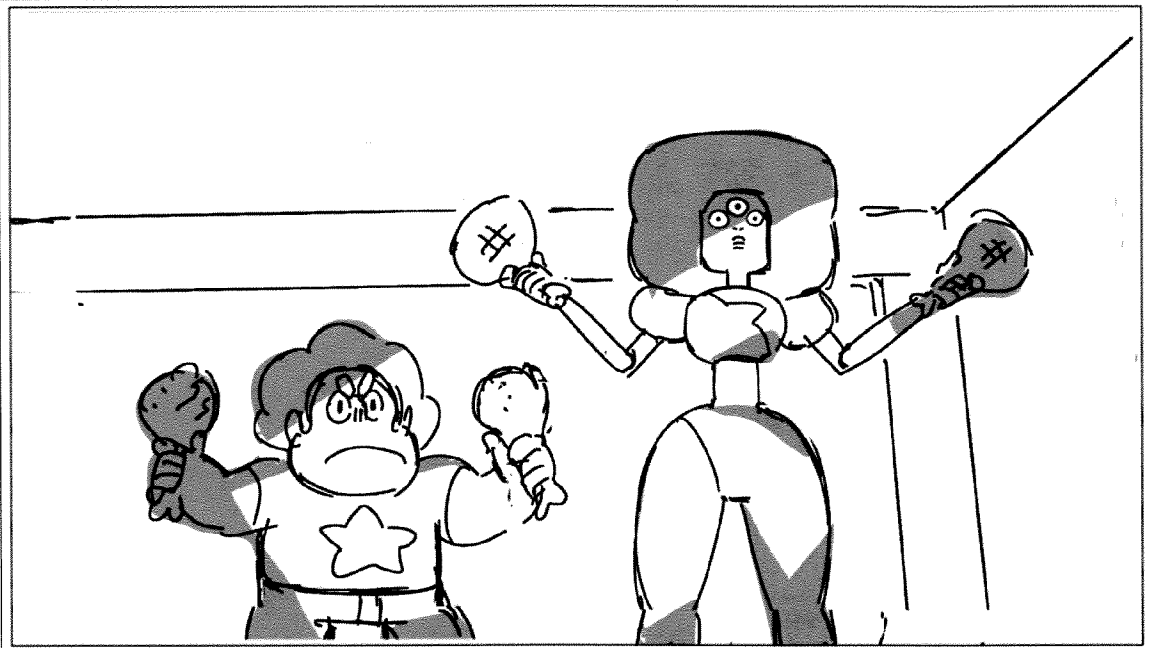
Scene	Panel
187	1



Slugging
Panels 1 to 7 = 1.10

Panels 1 to 26 = 8.08

Scene	Panel
187	2



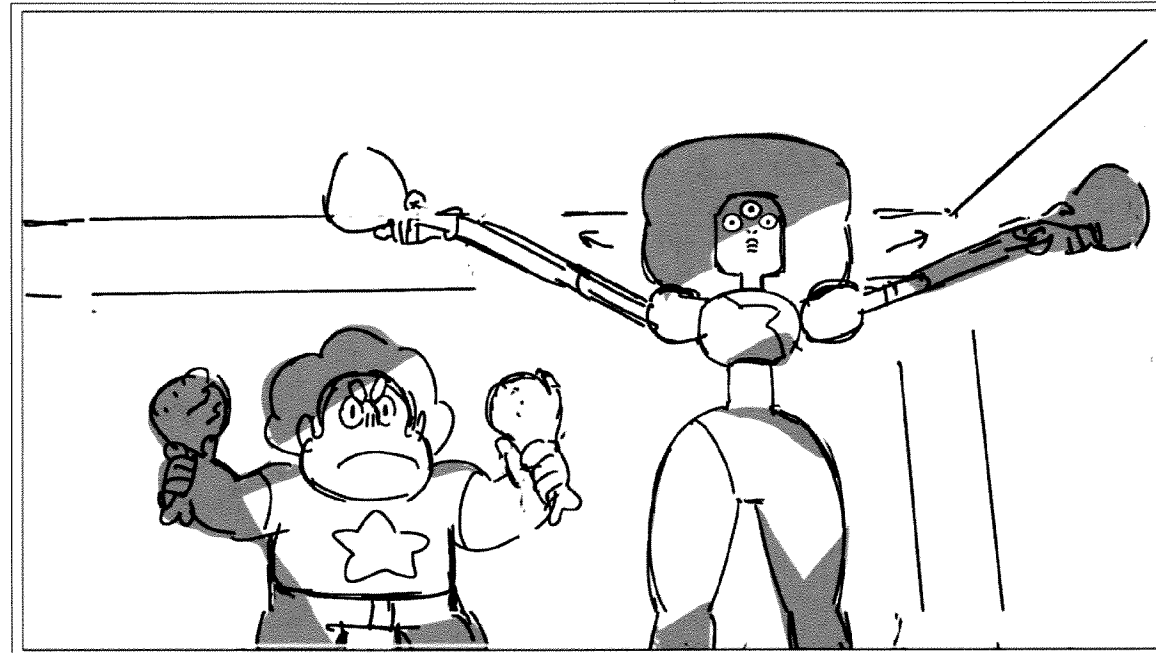
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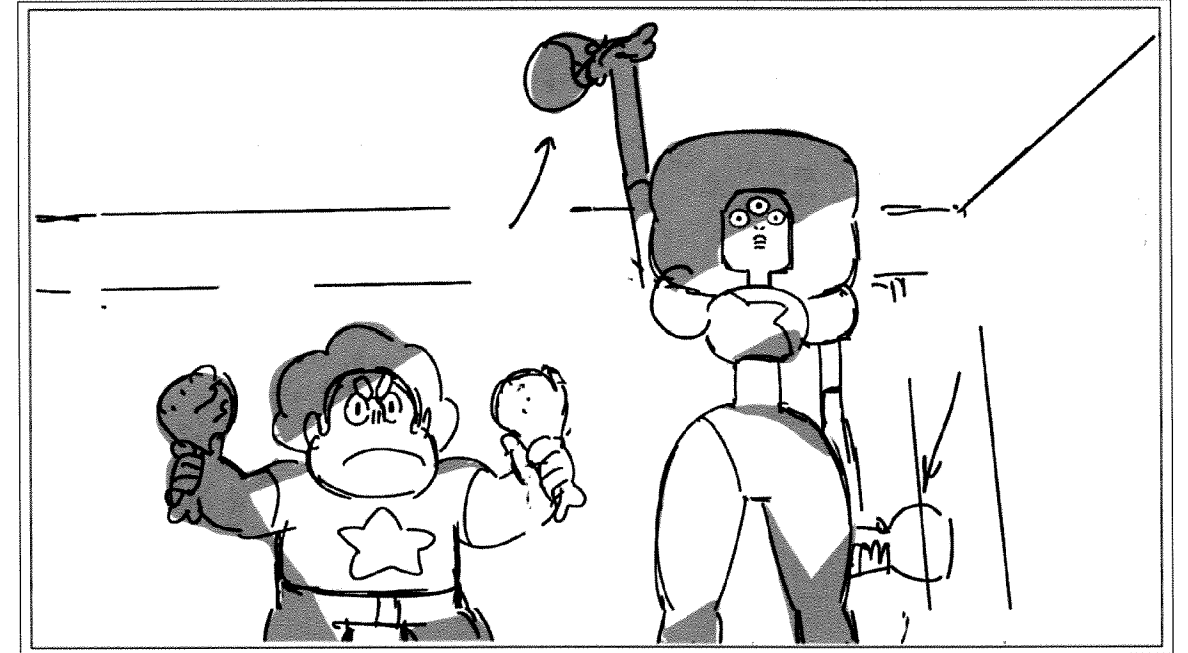
Scene	Panel
187	cont



Dialog
GAME: PREPARE YOUR MEATS!

Slugging
0.07

Scene	Panel
187	cont



Slugging
0.04

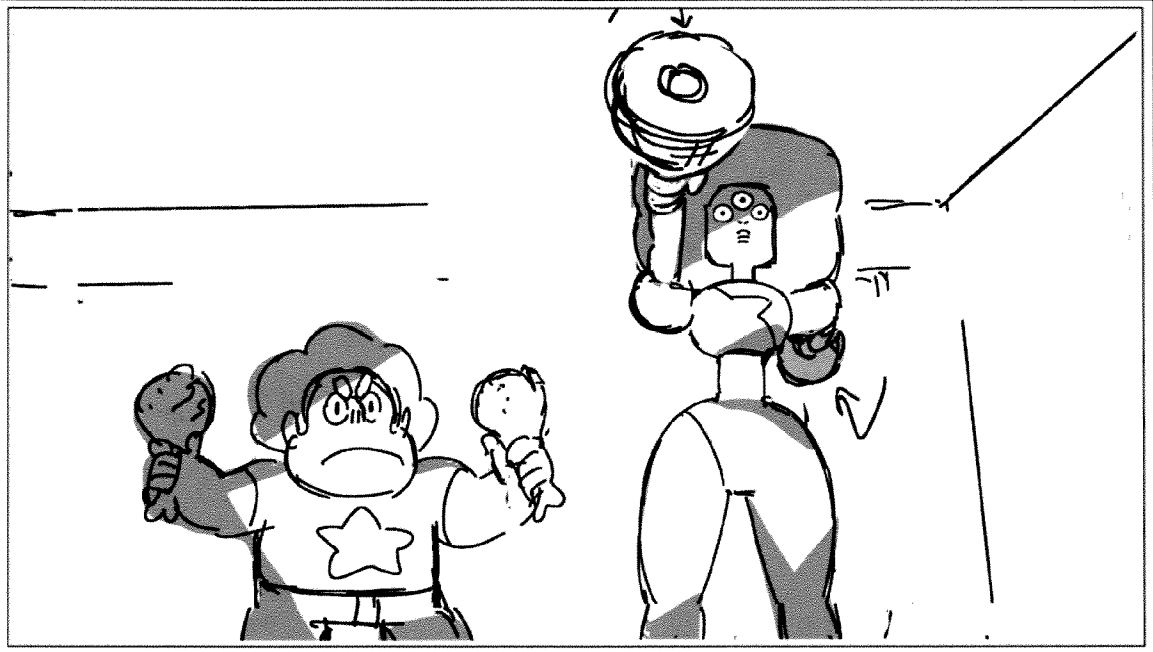
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1020-009

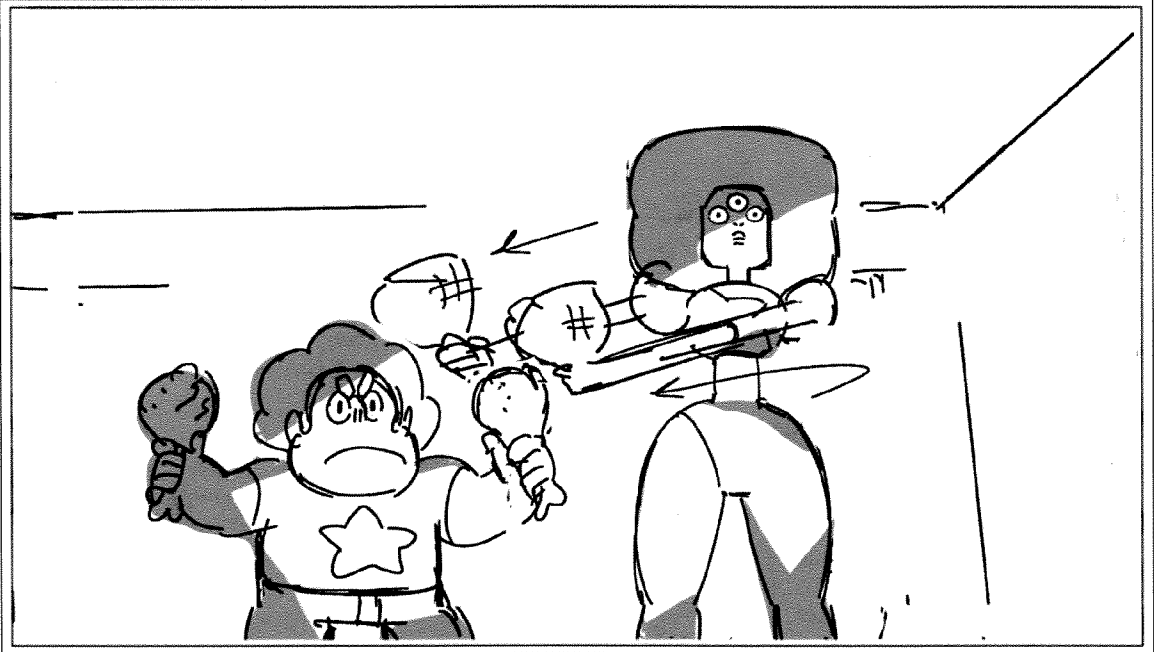
1020-009

Scene 187 Panel 5



Slugging
0.04

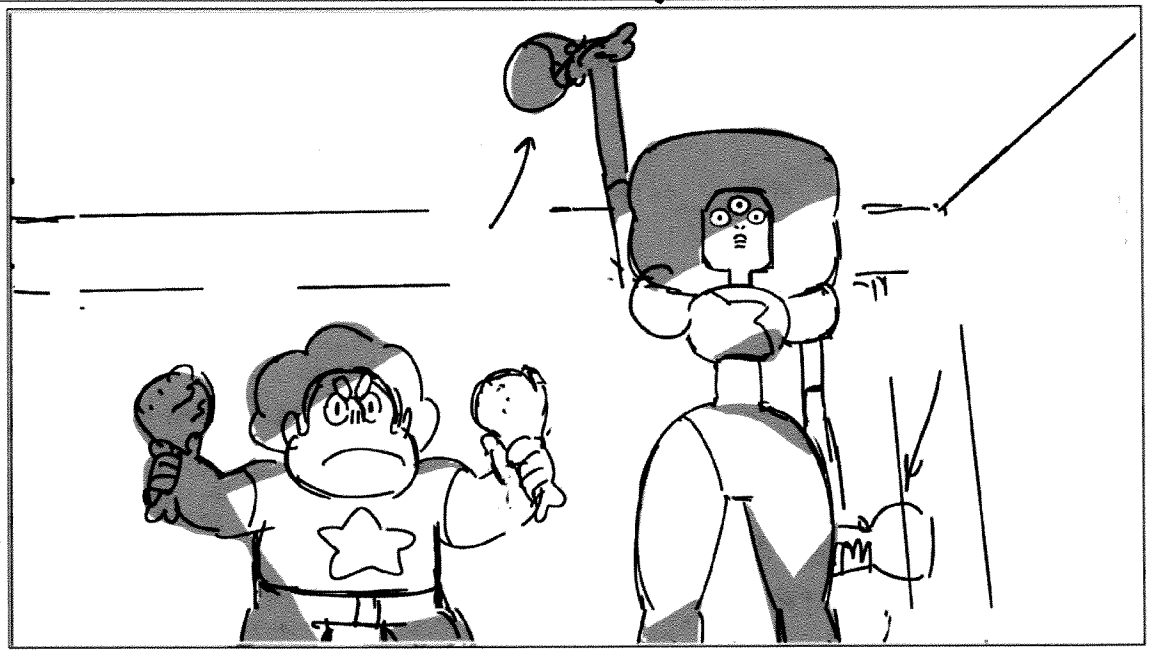
Scene 187 Panel 6



Slugging
0.05

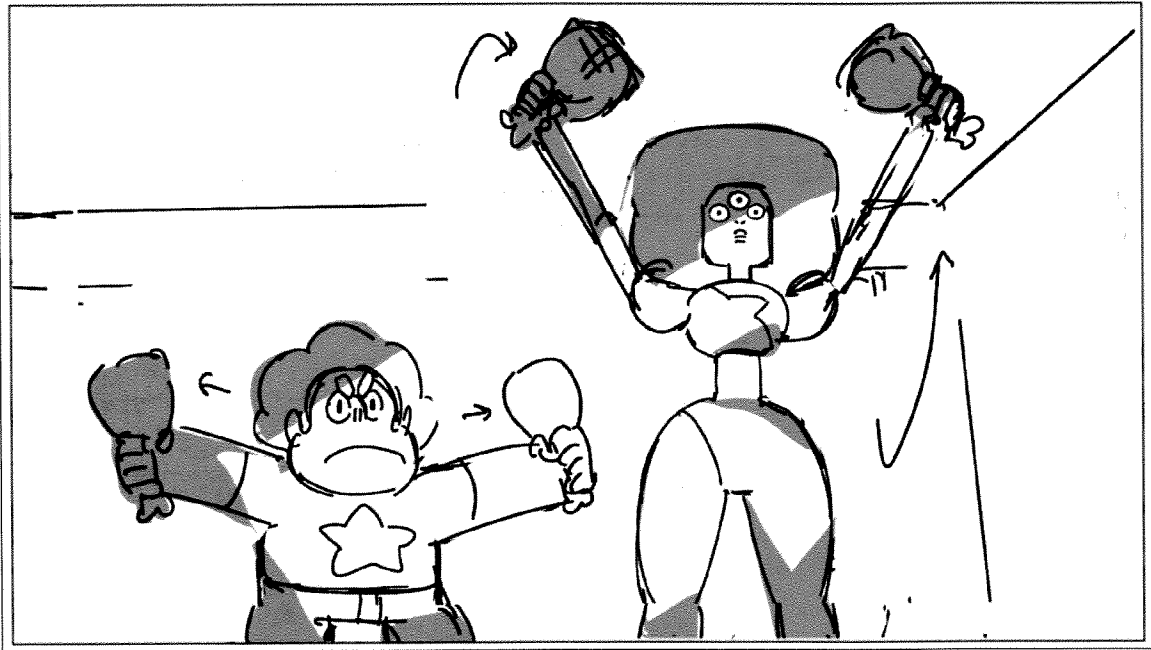
JUN 17 1999

Scene 187 Panel 7



Slugging
0.06

Scene 187 Panel 8



Dialog
GAME: SHAKE IT!

Slugging
Panels 8 to 14 = 1.14
0.05

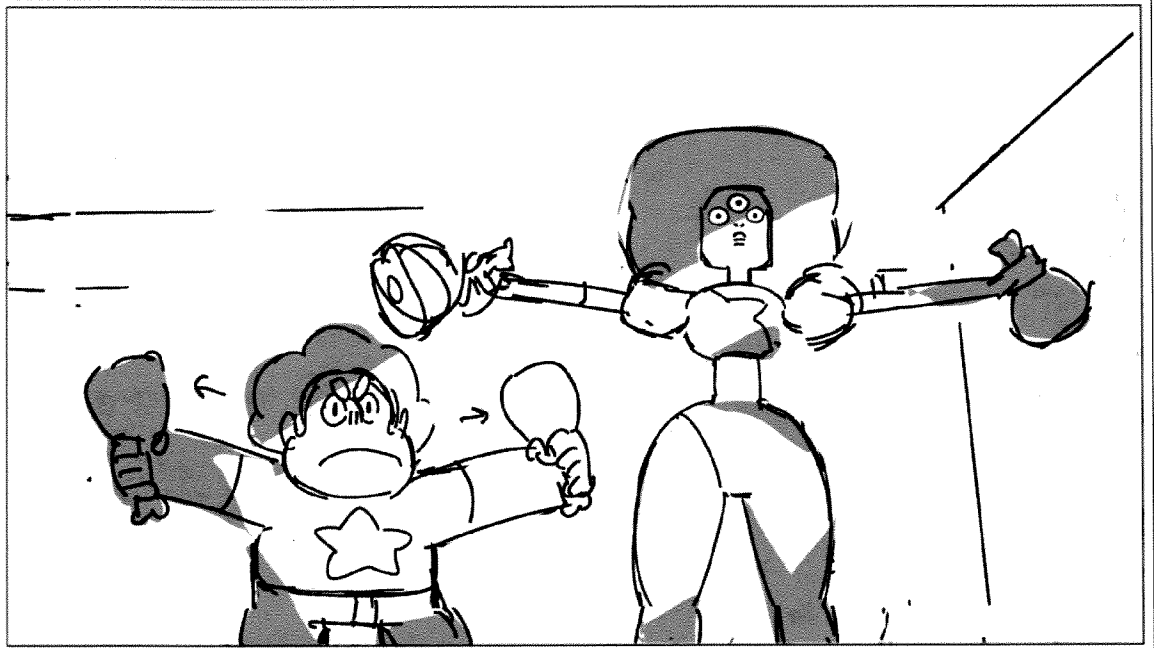
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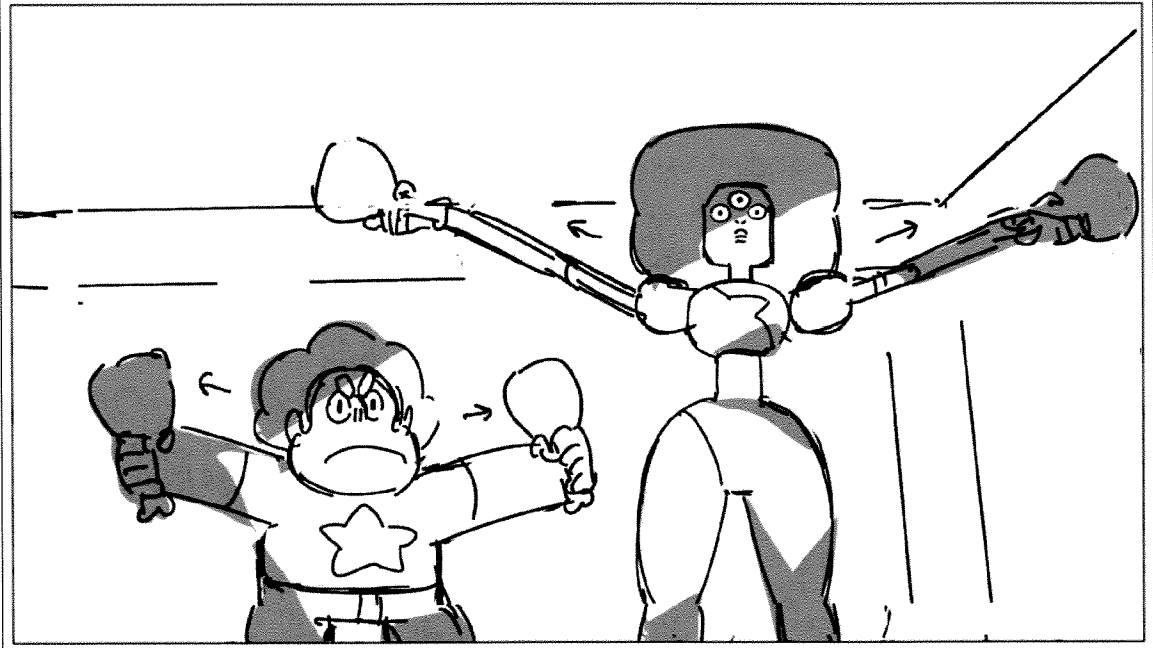
1020-009

Scene 187 Panel 9



Slugging
0.05

Scene 187 Panel 10



Slugging
0.07

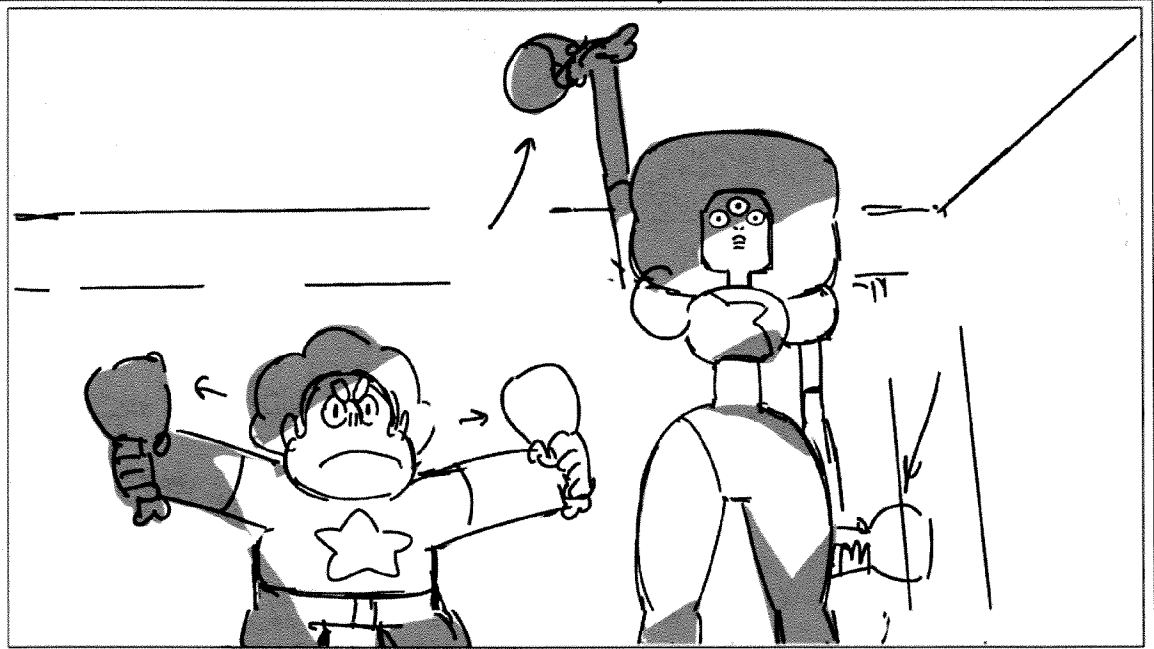
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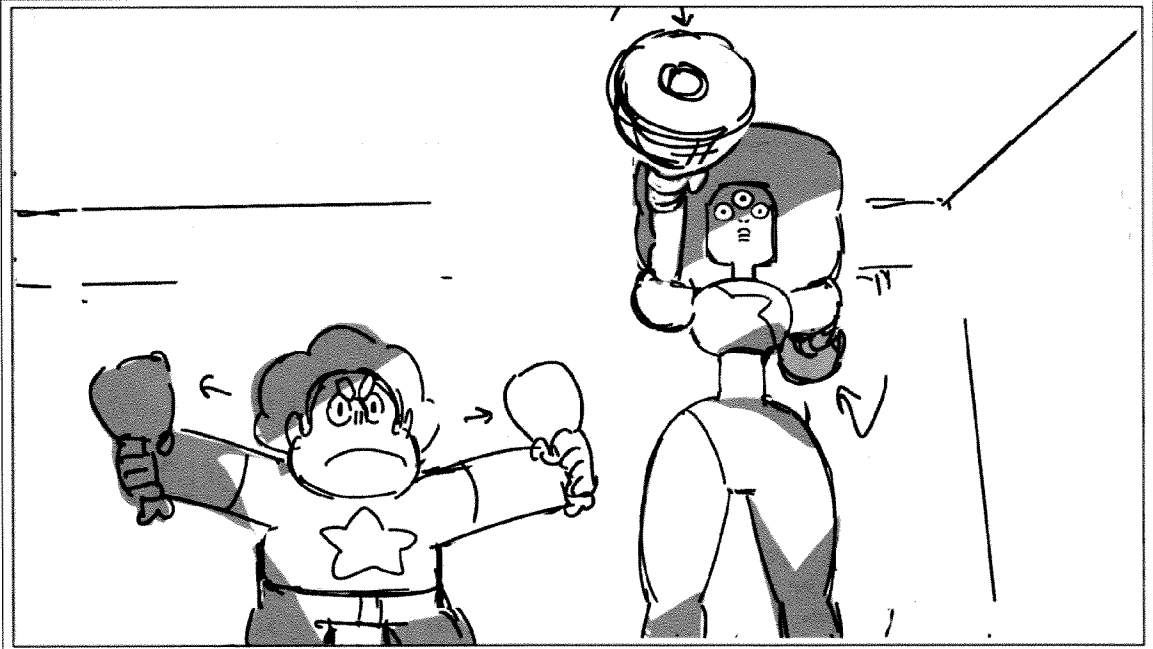
1020-009

Scene 187 Panel 11
cont



Slugging
0.04

Scene 187 Panel 12
cont



Slugging
0.06

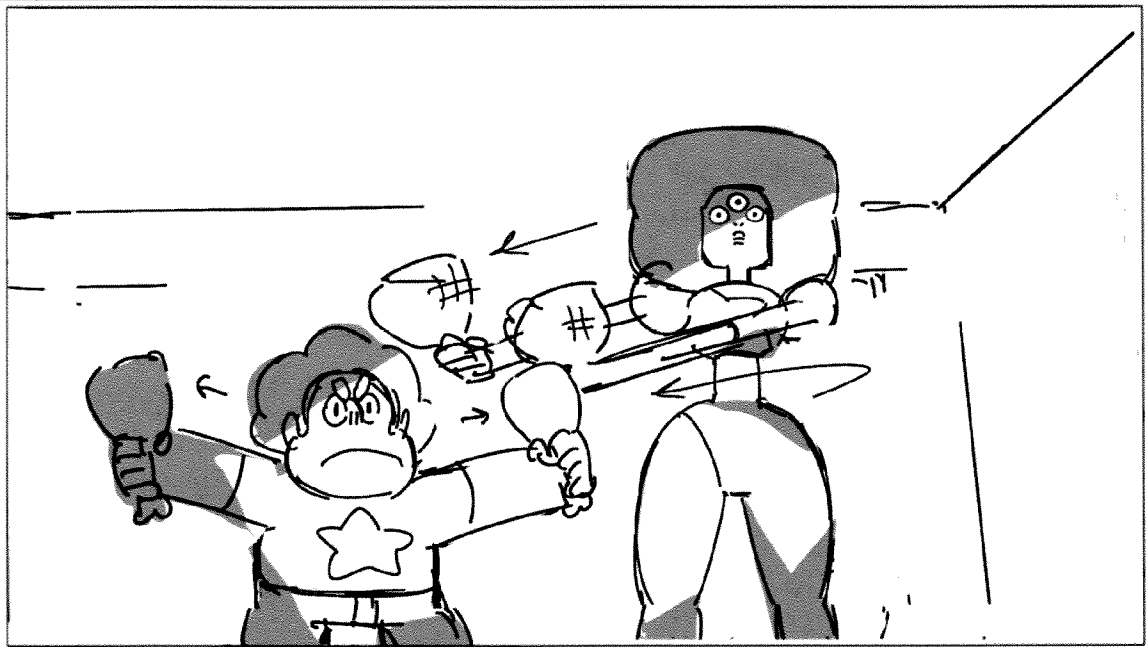
JUN 17 2013

1020.009

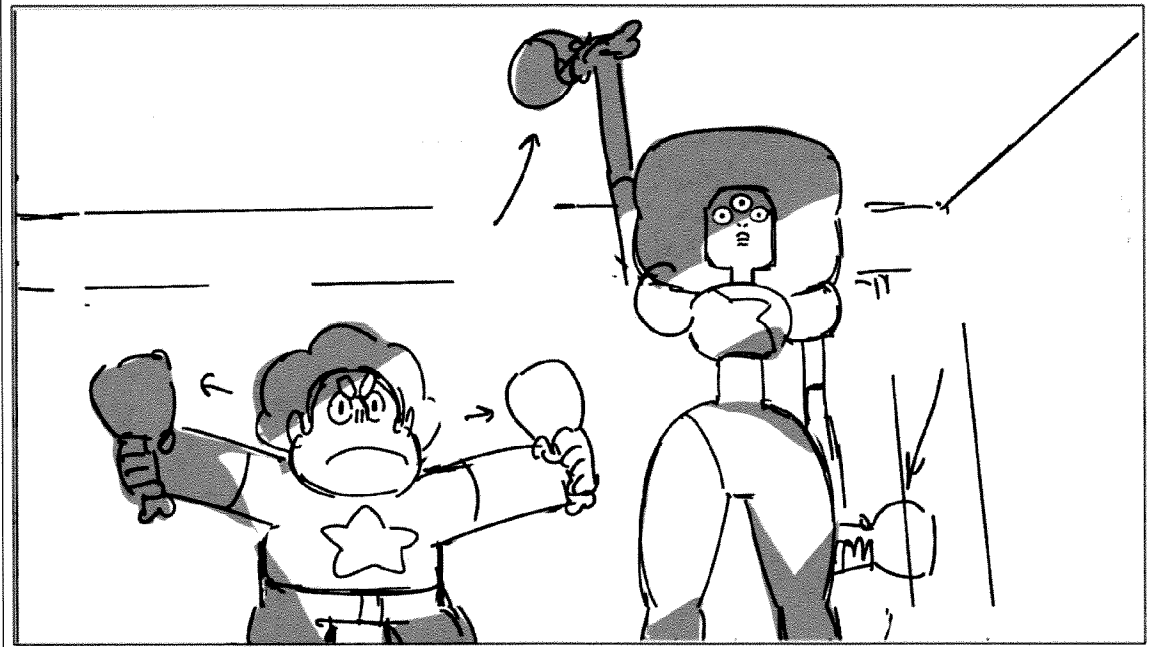
1020.009

1020.009

Scene 187 Panel 13
cont



Scene 187 Panel 14
cont



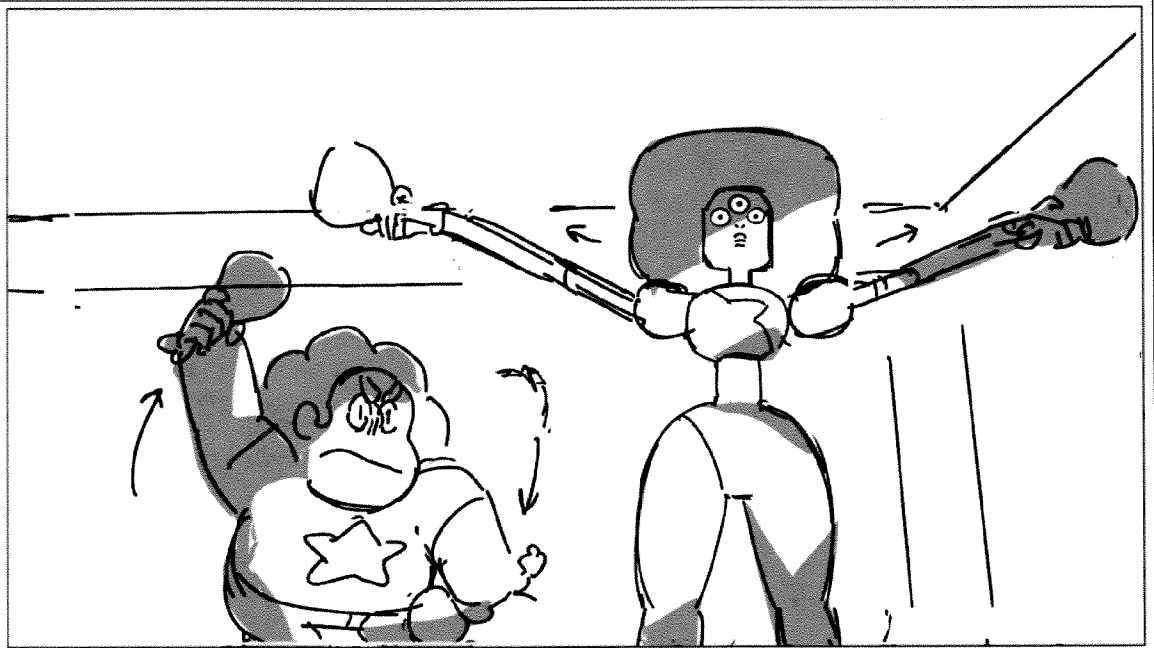
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1020.009

1020.009

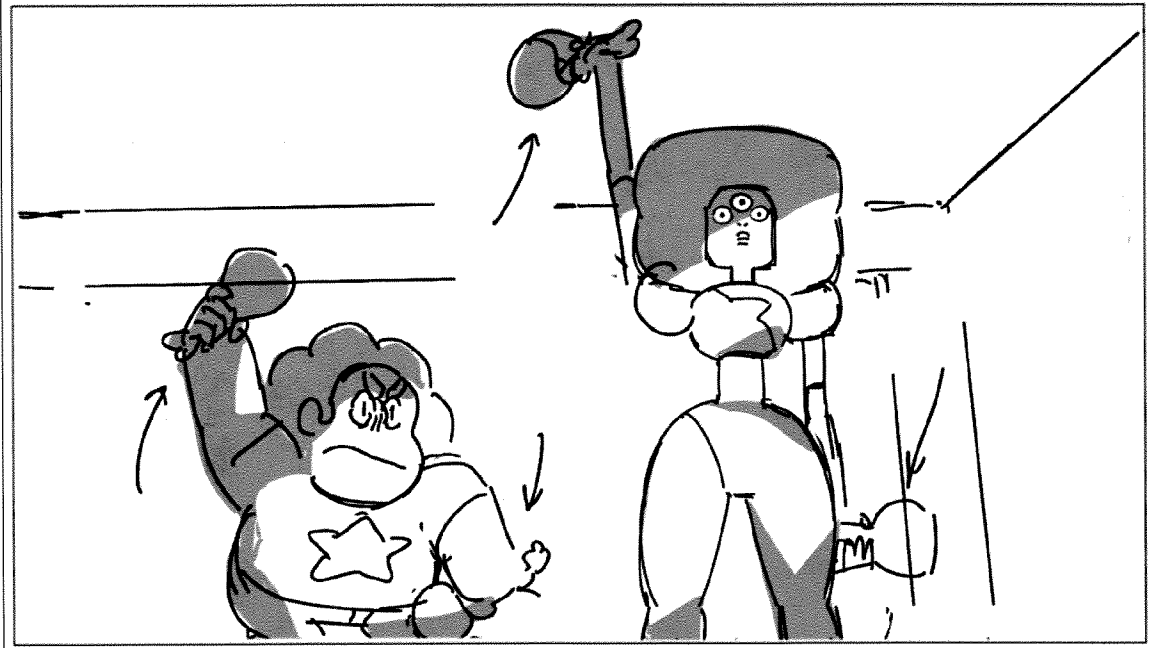
1020.009

Scene 187 Panel 15



Slugging
Panels 15 to 19 = 0.09
0.07

Scene 187 Panel 16



Dialog
GAME: TENDERIZE!

Slugging
0.02

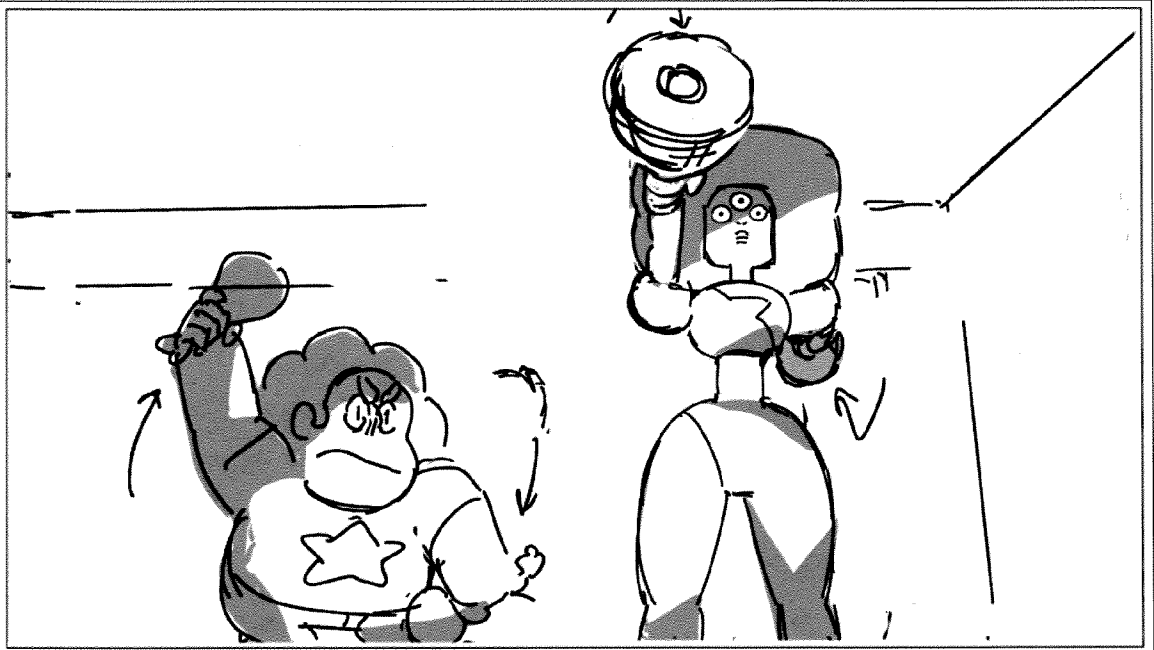
JUN 17 2013

1020.009

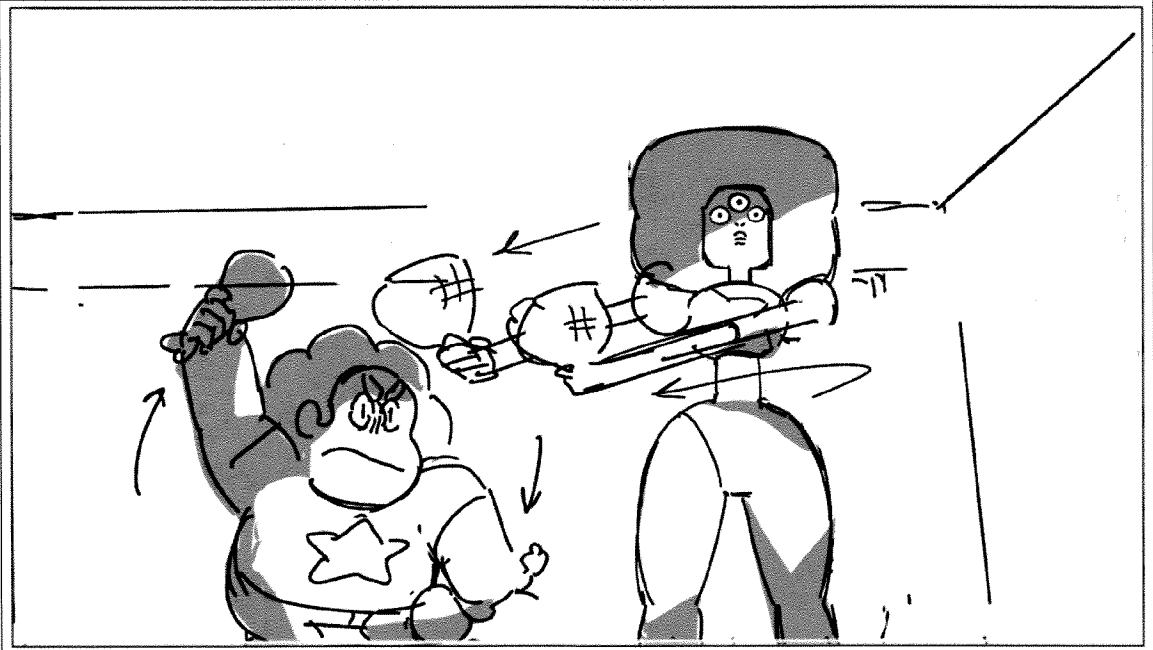
1020.009

1020.009

Scene 187 *cont* Panel 17

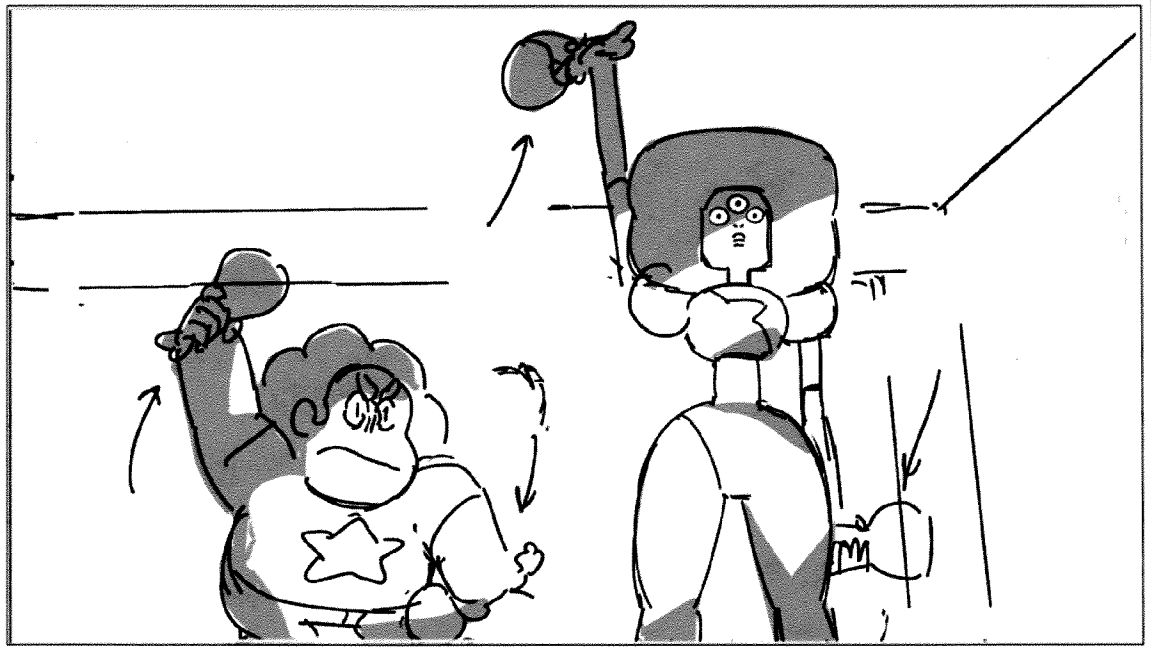


Scene 187 *cont* Panel 18

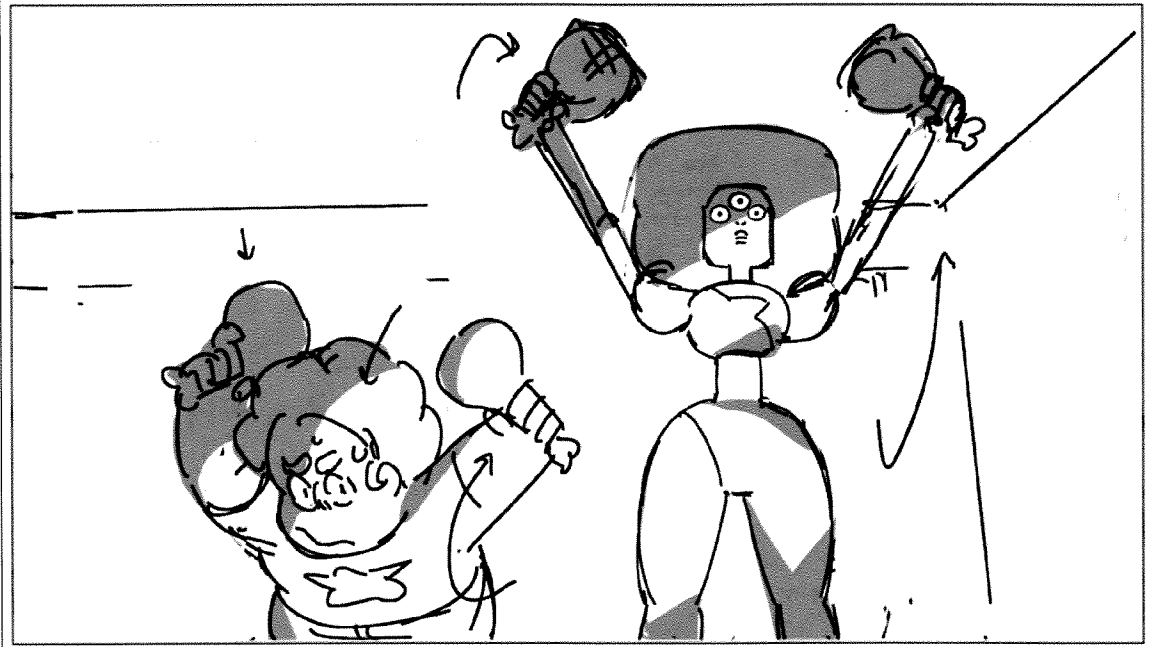


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Scene 187 Panel 19
cont



Scene 187 Panel 20
cont



Slugging
Panels 20 to 23 = 0.15

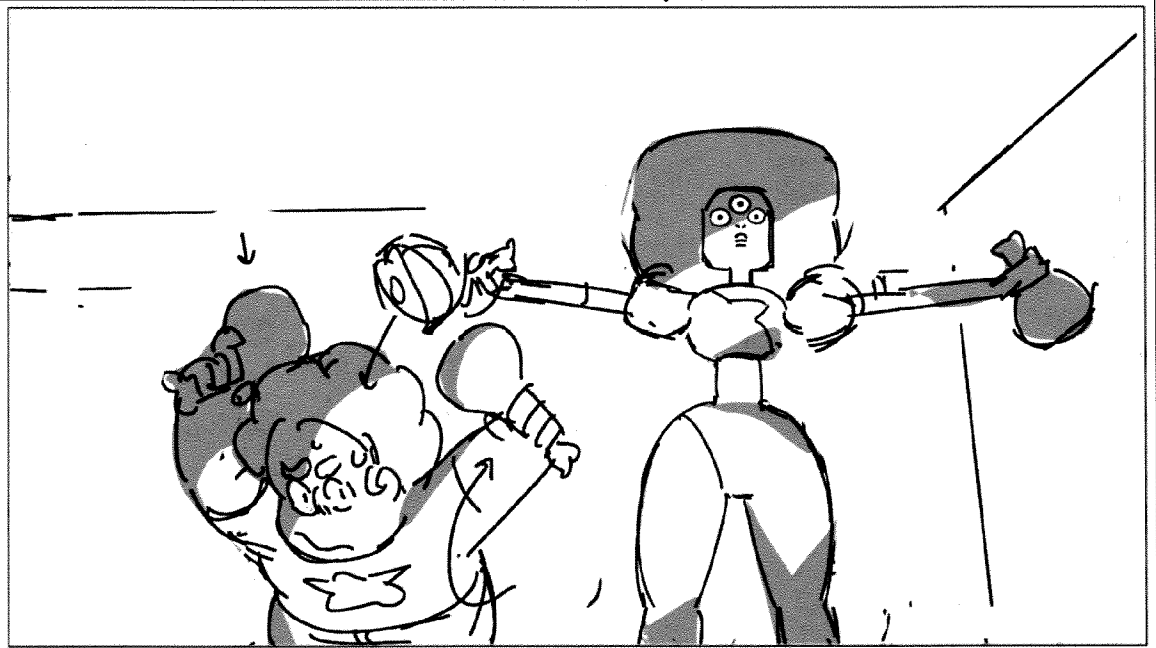
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1020.009

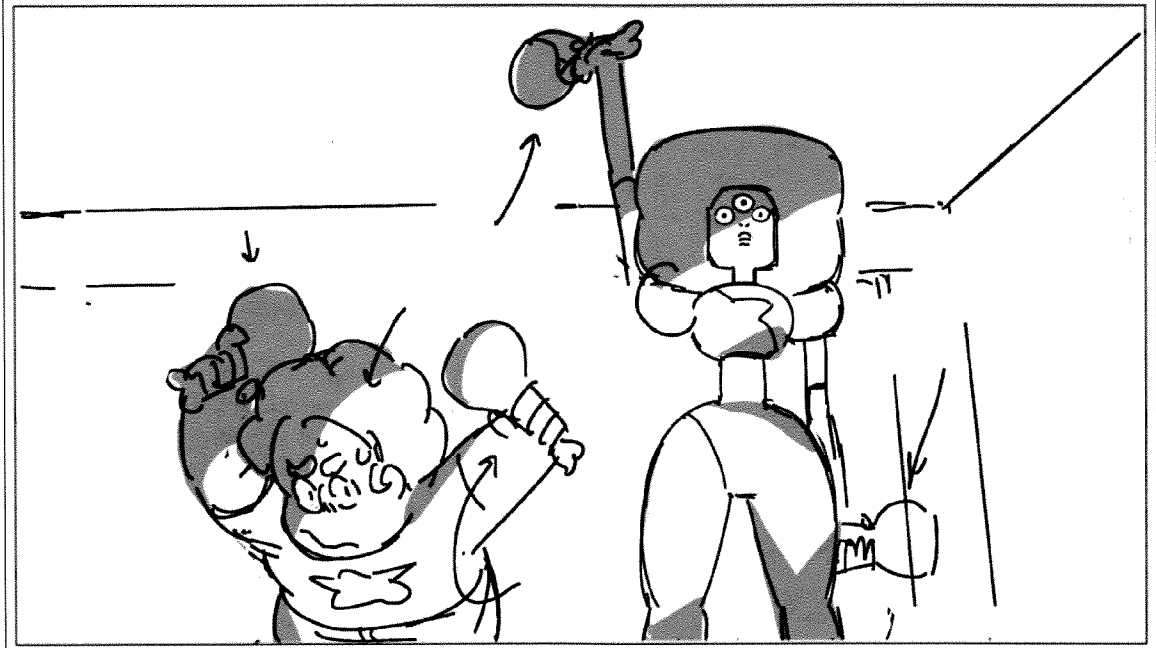
1020.009

1020.009

Scene 187 Panel 21
CONT



Scene 187 Panel 22
CONT

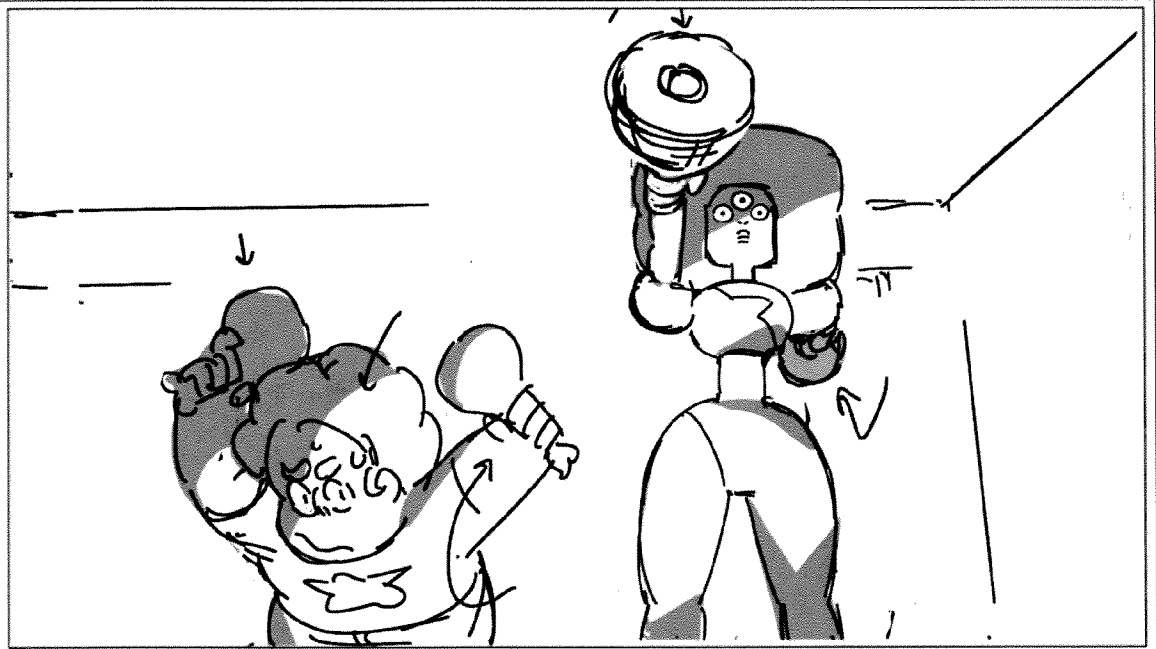


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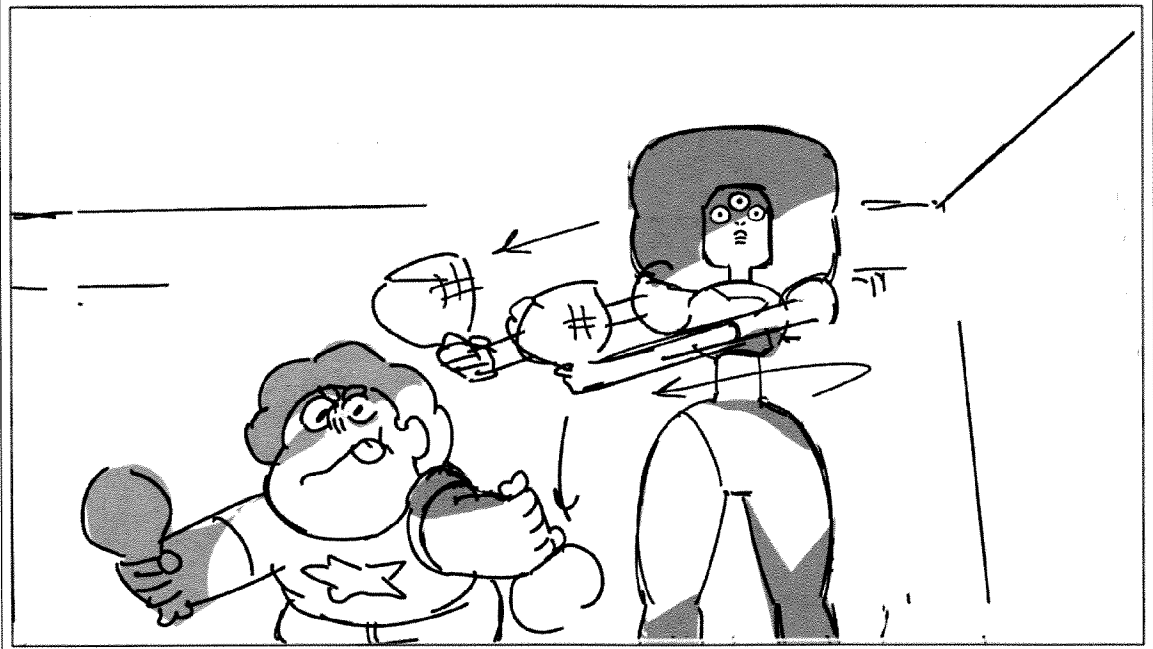
1020-009

1020-009

Scene 187 Panel 23
CONT



Scene 187 Panel 24
CONT



Slugging
Panels 24 to 26 = 1.00

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1020-009

1020-009

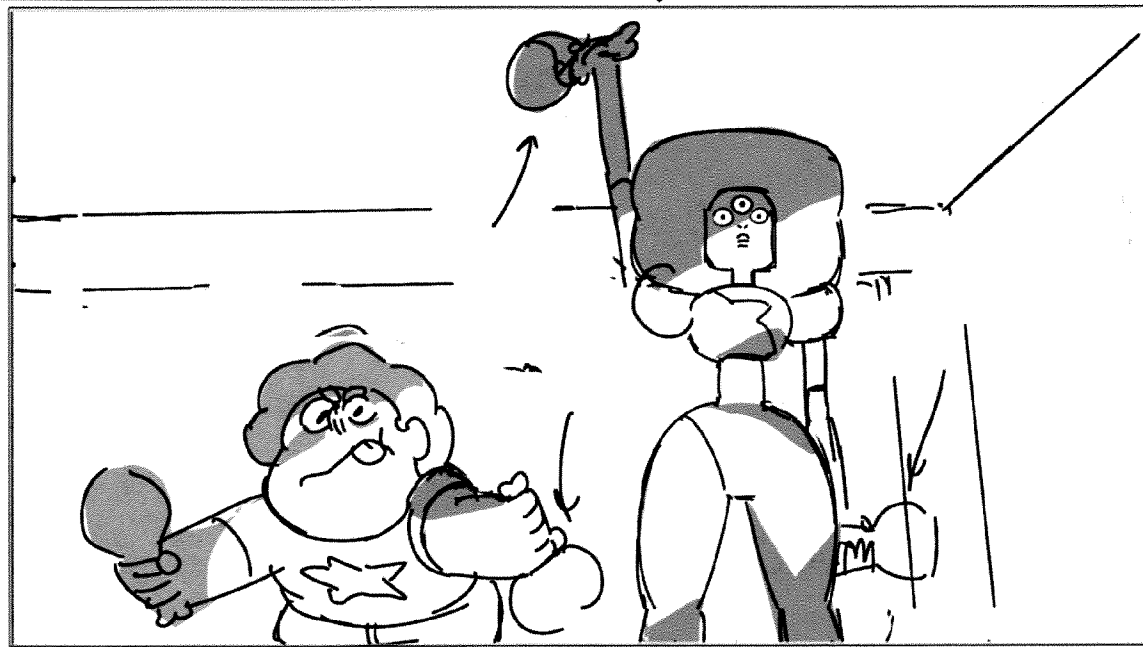
Scene

Panel

187.

cont

25



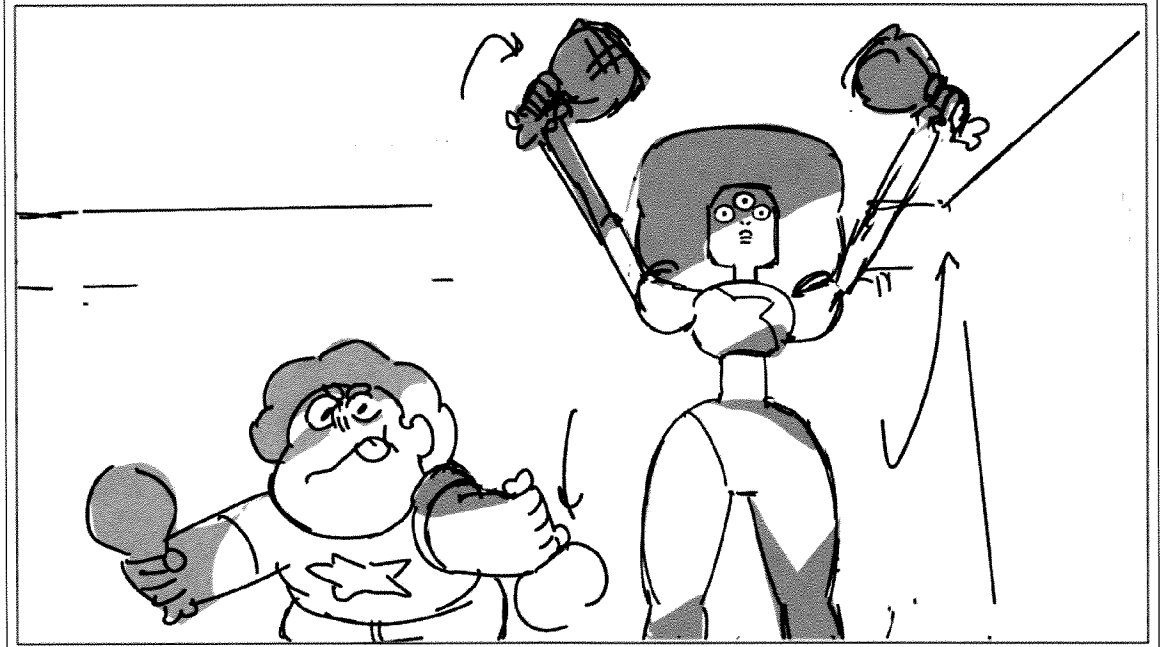
Scene

Panel

187

10027

26



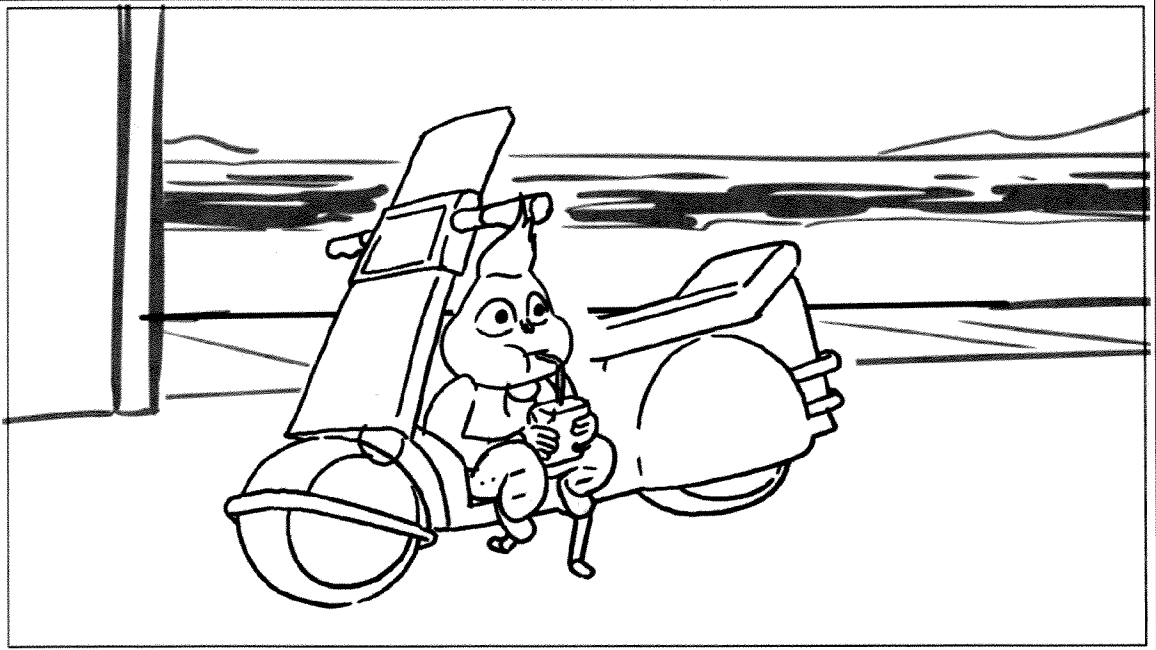
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1020-009

1020:009

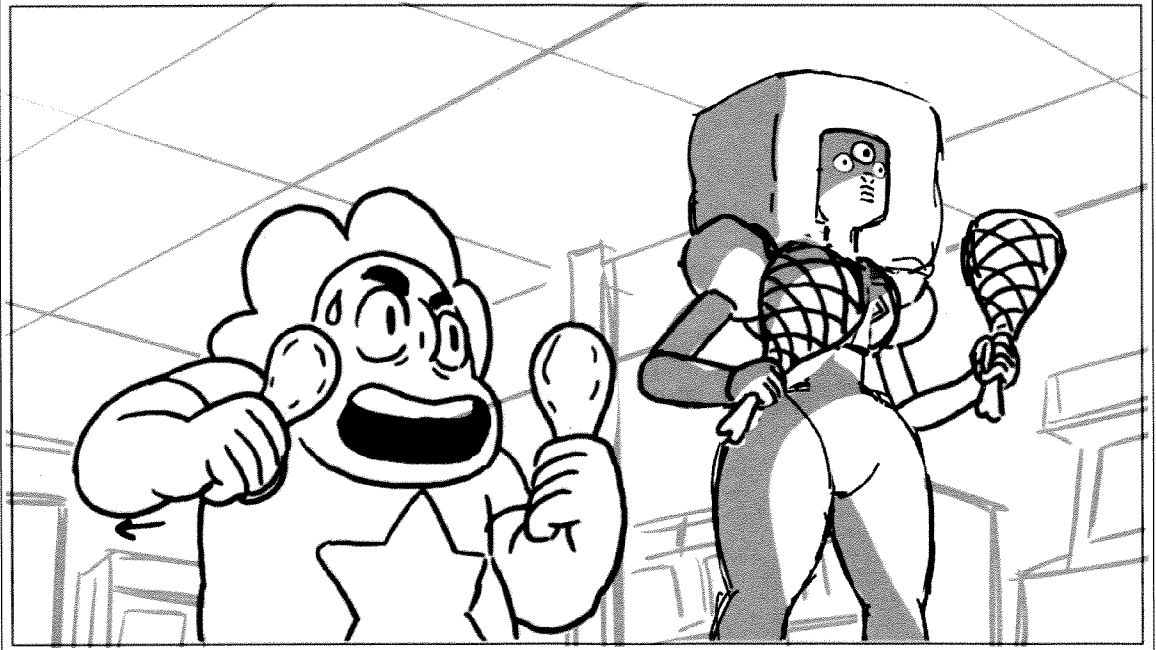
1020.009

Scene	Panel
188	1



Slugging
2.00

Scene	Panel
189	1



Slugging
Panels 1 to 3 = 0.08

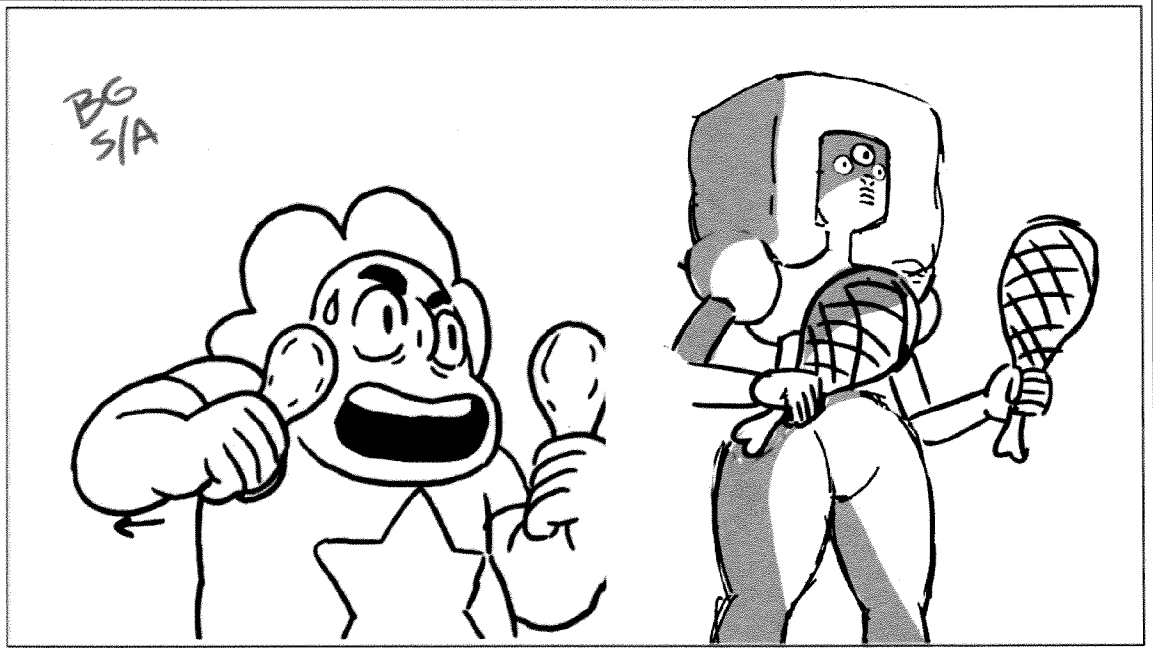
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1020-009

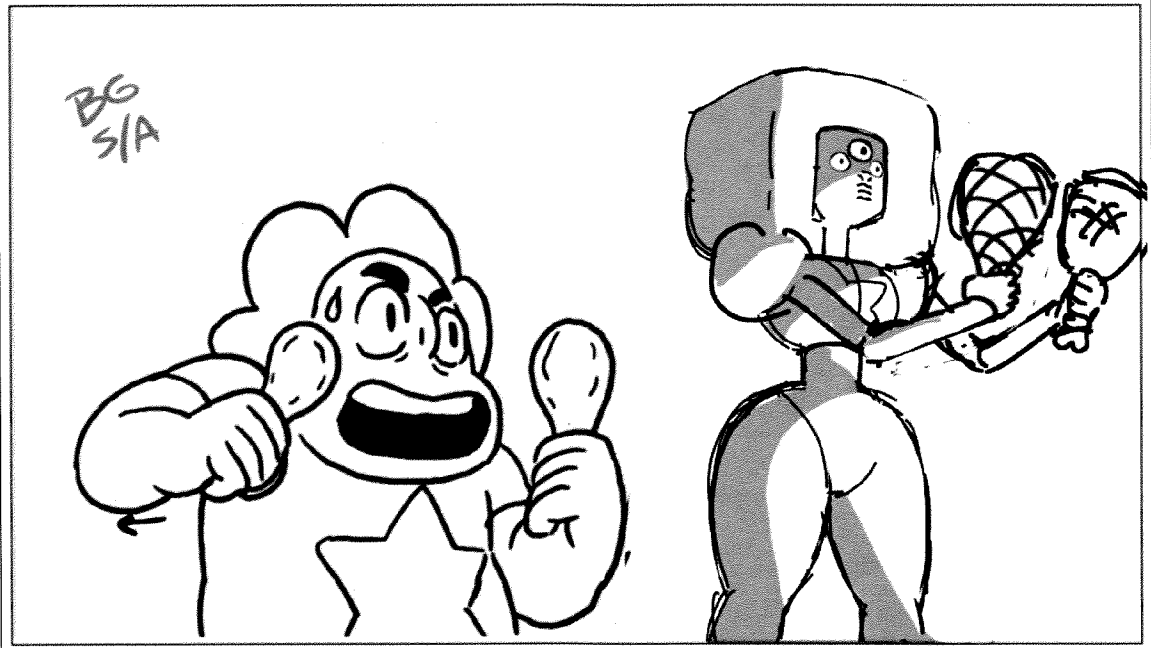
1020-009

1020-009

Scene 189 Panel 2
CONT



Scene 189 Panel 3
CONT



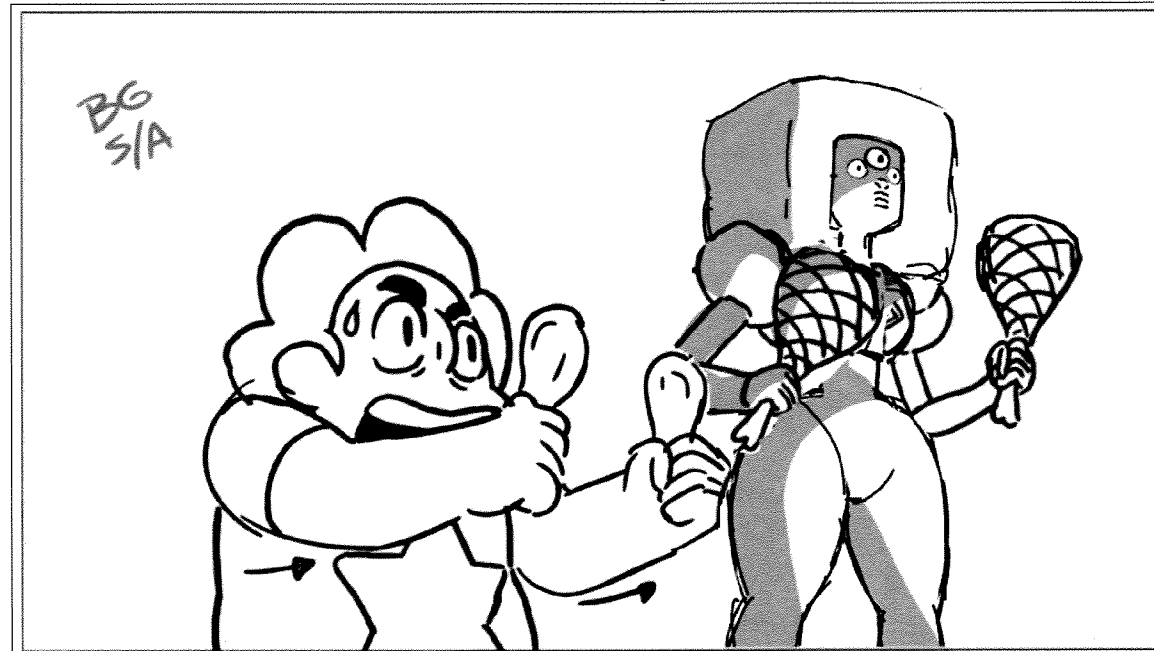
JUN 17 2013

1020-009

1020-009

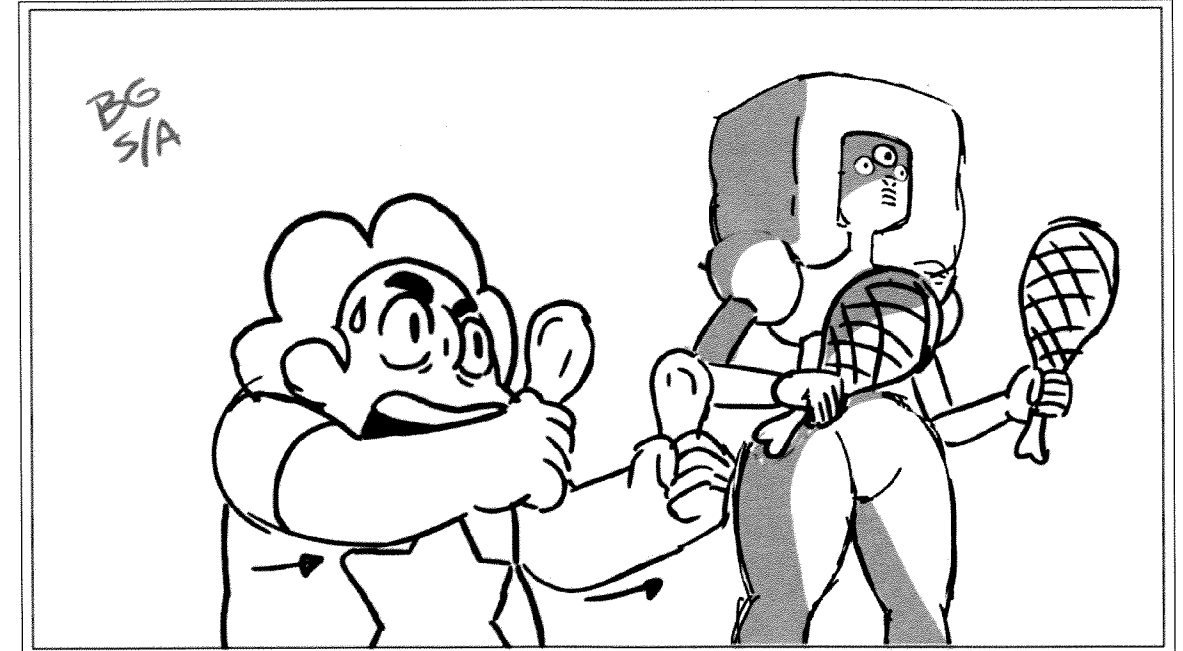
1020-009

Scene	Panel
189	4



Slugging
Panels 4 to 6 = 0.11

Scene	Panel
189	5



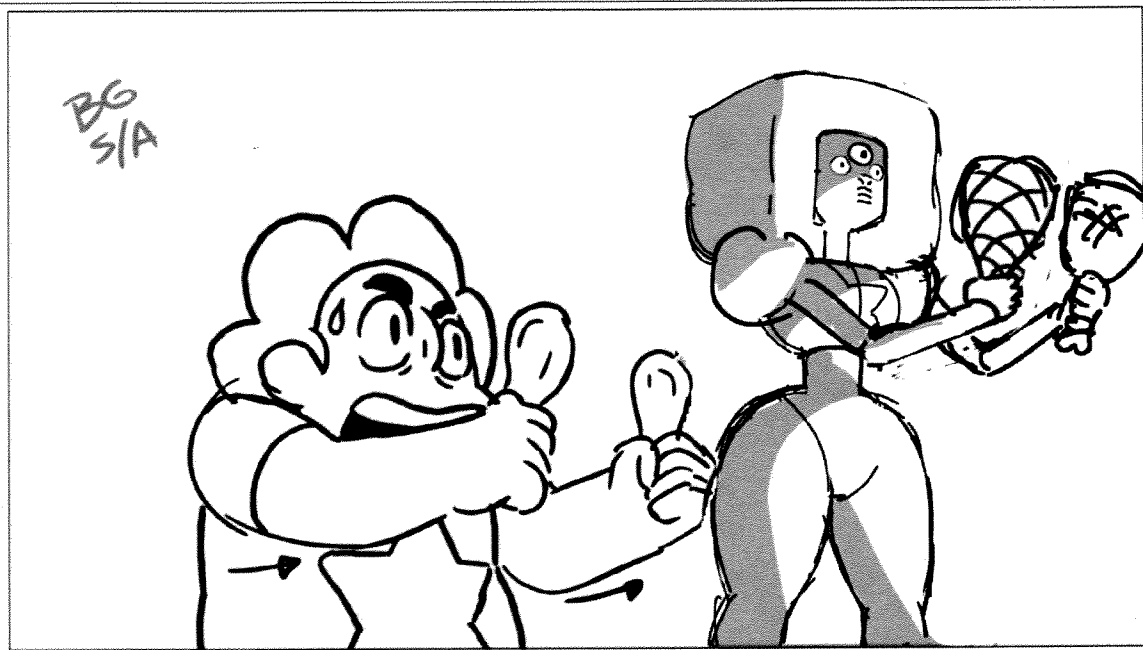
JUN 17 2013

1020.009

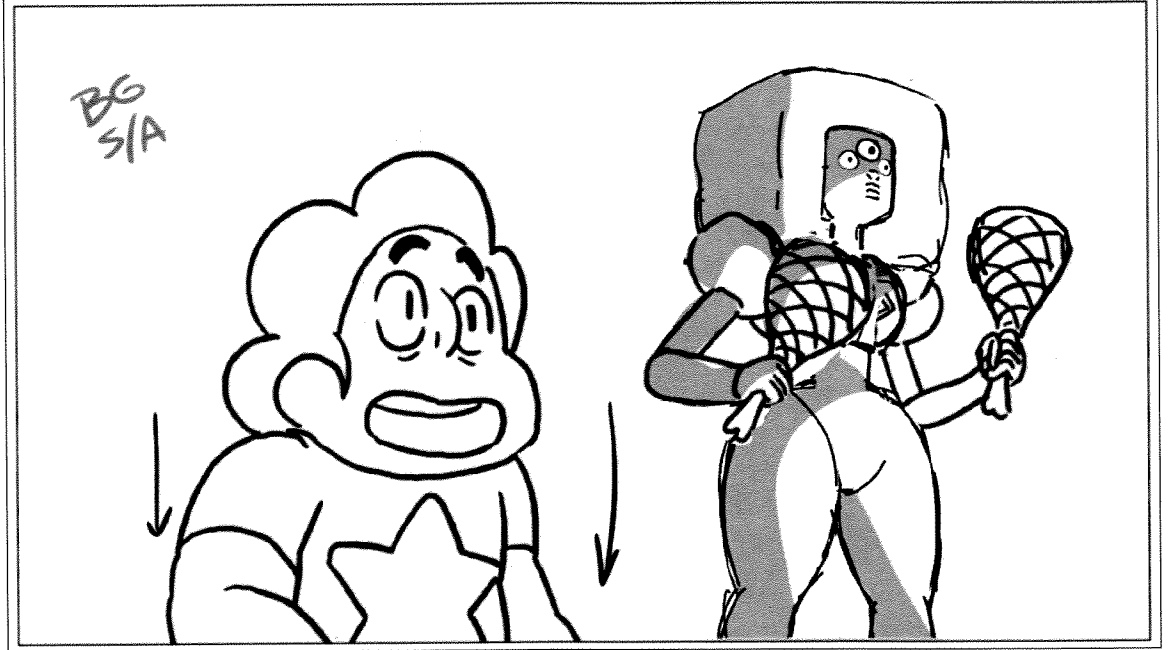
1020.009

1020.009

Scene	Panel	
189	cont	6



Scene	Panel	
189	cont	7



Slugging
Panels 7 to 9 = 1.01

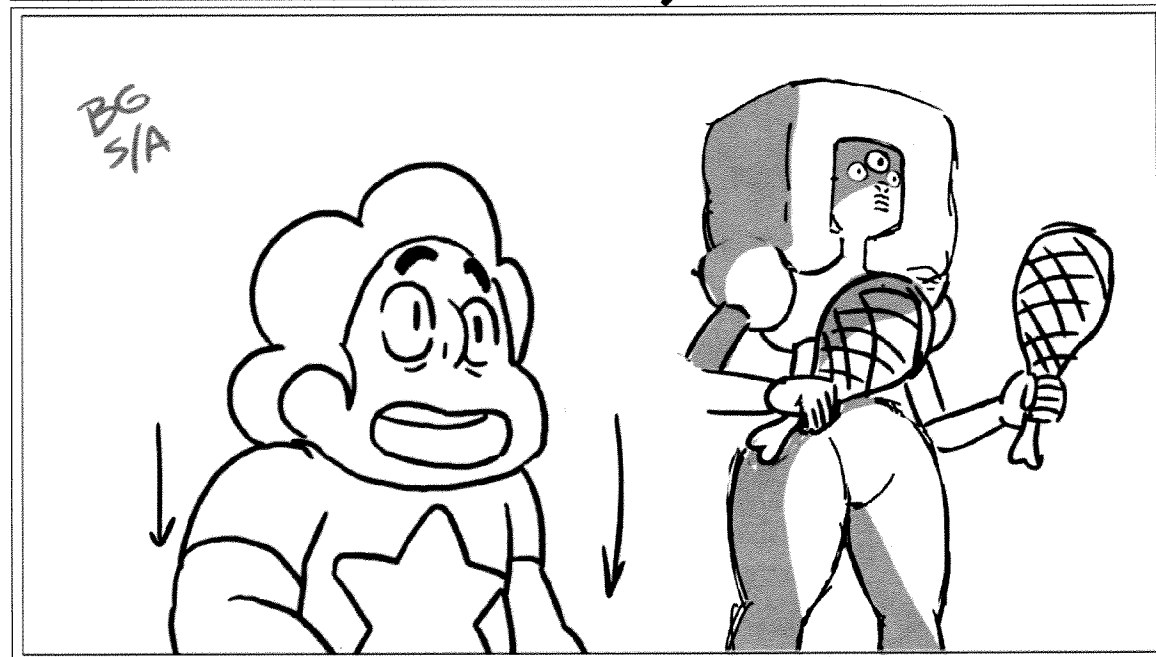
JUN 17 2013

1020-009

1020-009

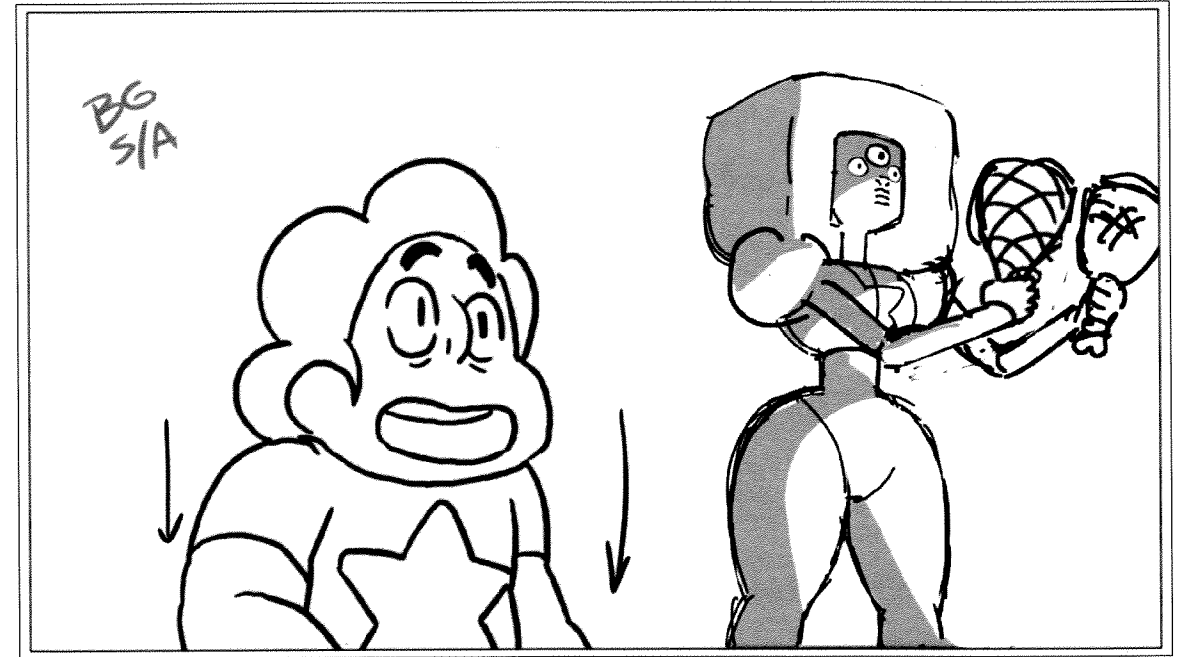
1020-009

Scene	Panel
189	8



Dialog
STEVEN: <GASP!>

Scene	Panel
189	9



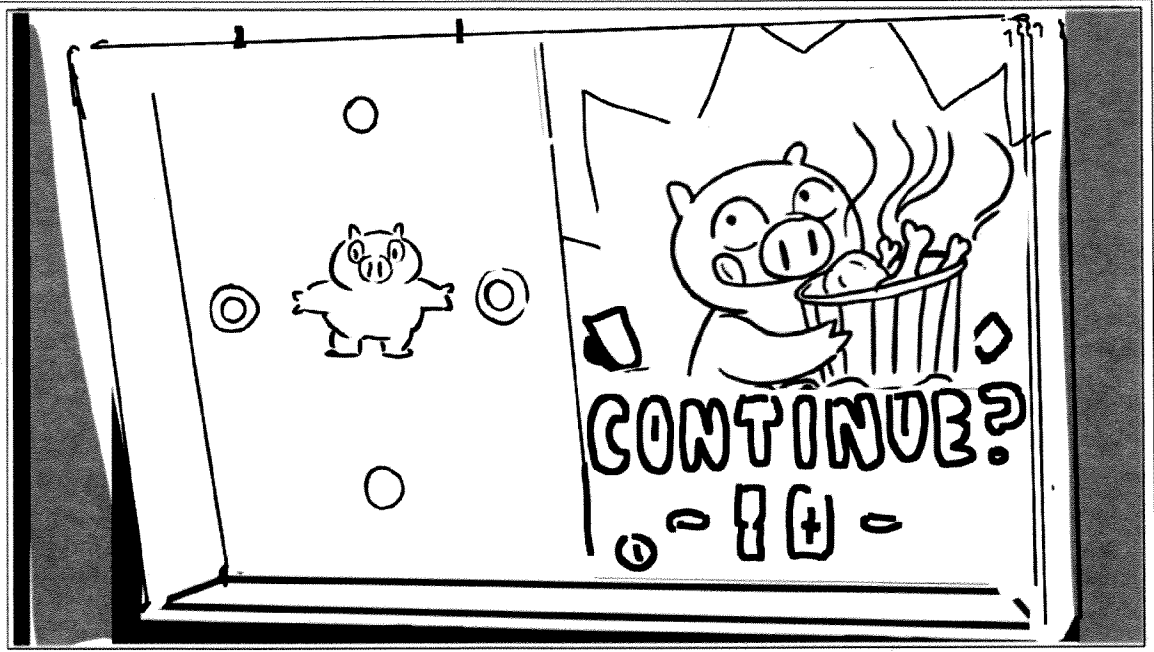
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1020.009

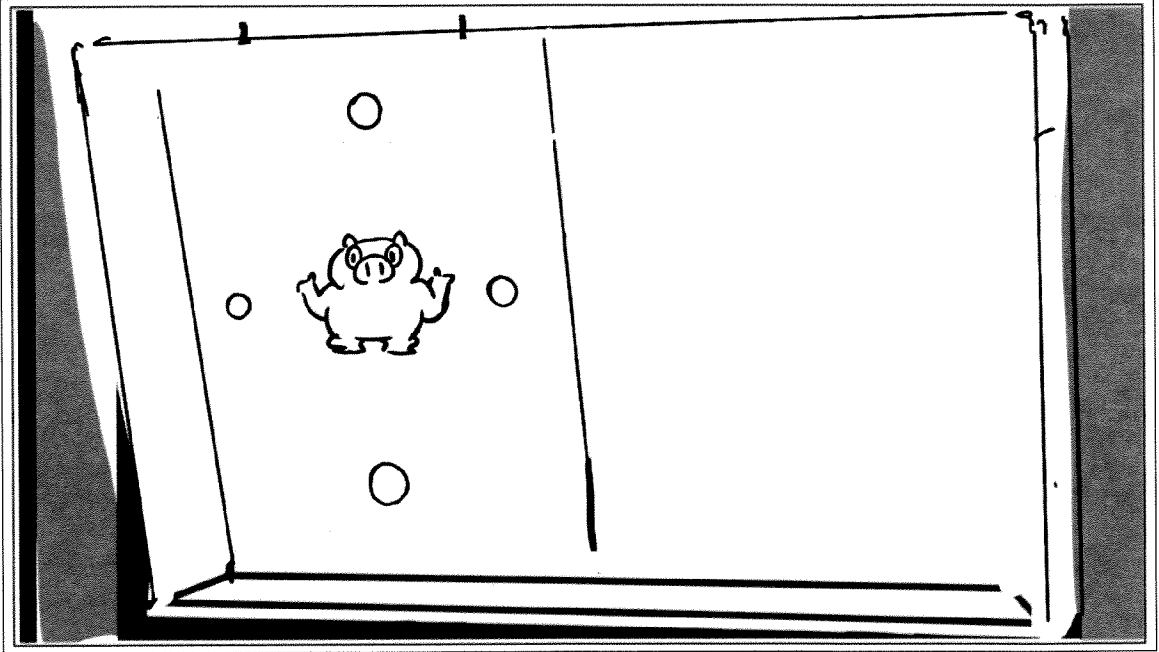
Scene	Panel
190	1



Dialog
GAME: PLAYER 1 WINS! YOU'RE TOAST PLAYER 2.

Slugging
1.08

Scene	Panel
190	2



Action Notes
Panels 3-6 should cycle randomly as the right side of the screen continues to countdown.

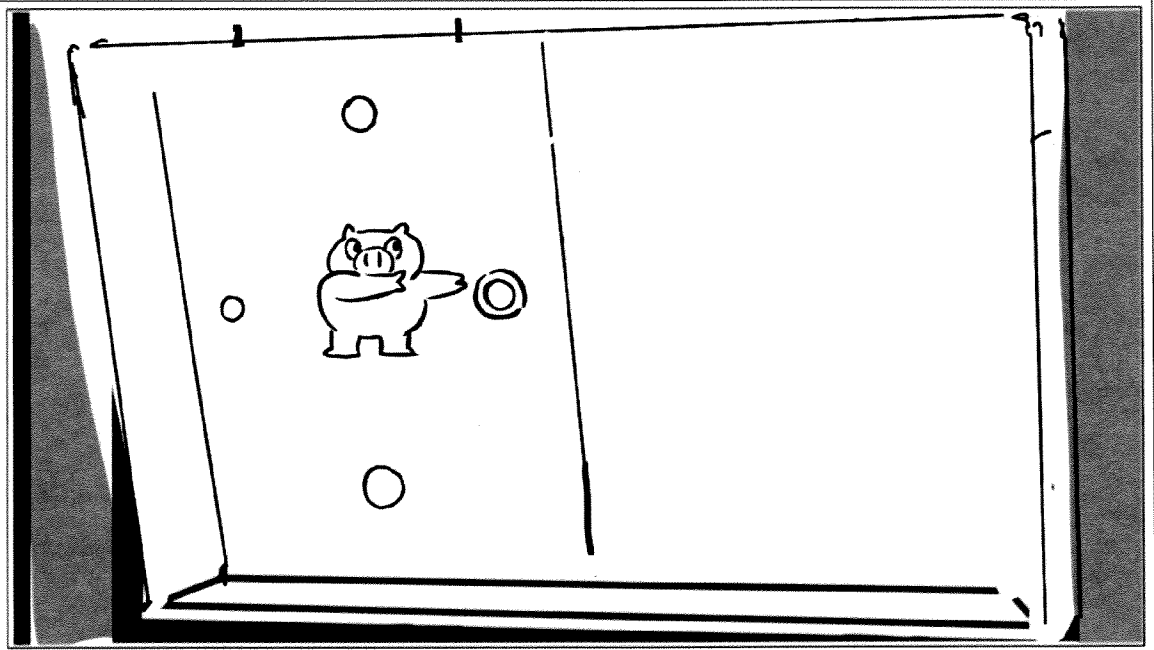
Inbetween pose

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600-0701

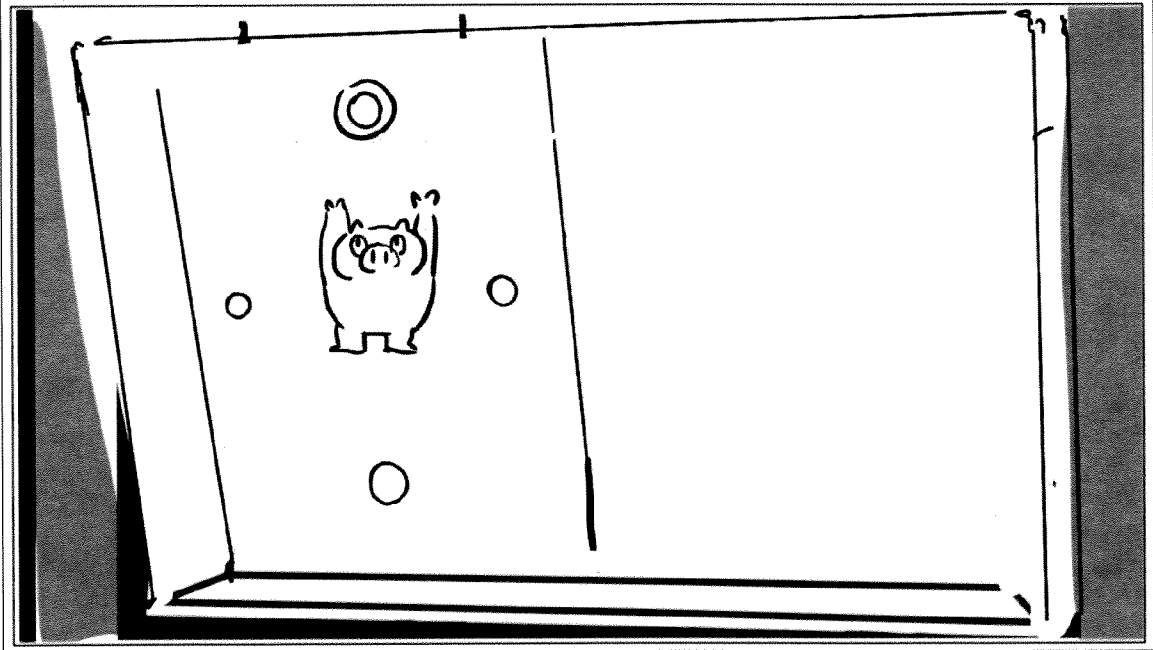
Scene 190 **cont** Panel 3



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 190 **cont** Panel 4

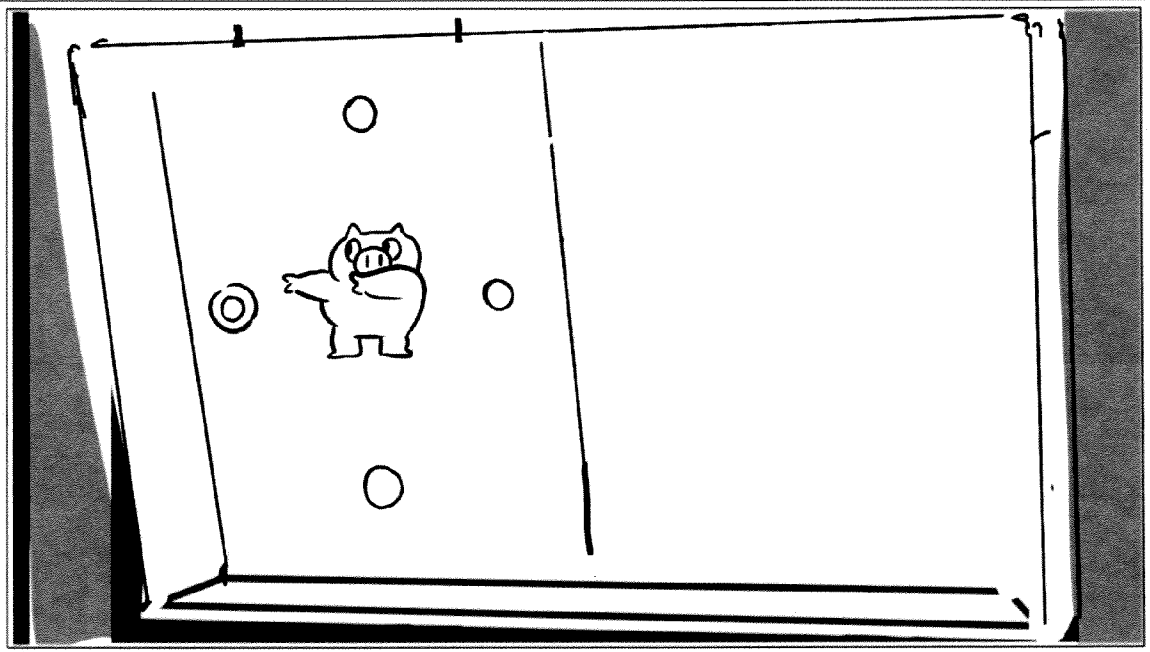


Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

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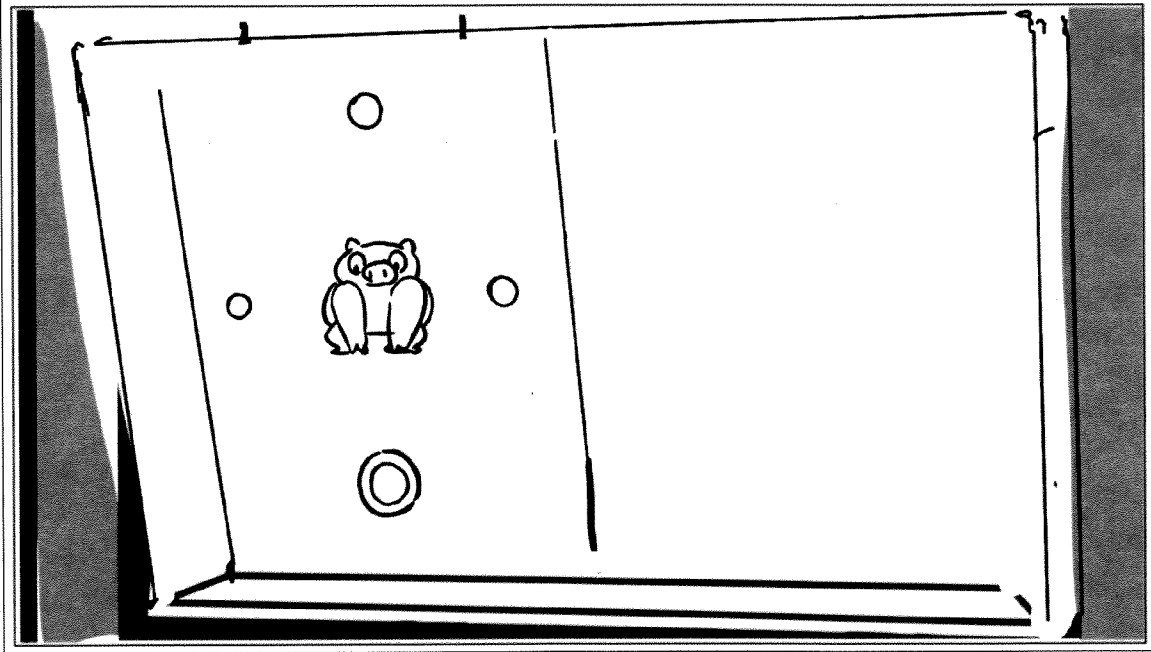
Scene 190 Panel 5
CONT



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 190 Panel 6
CONT



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot
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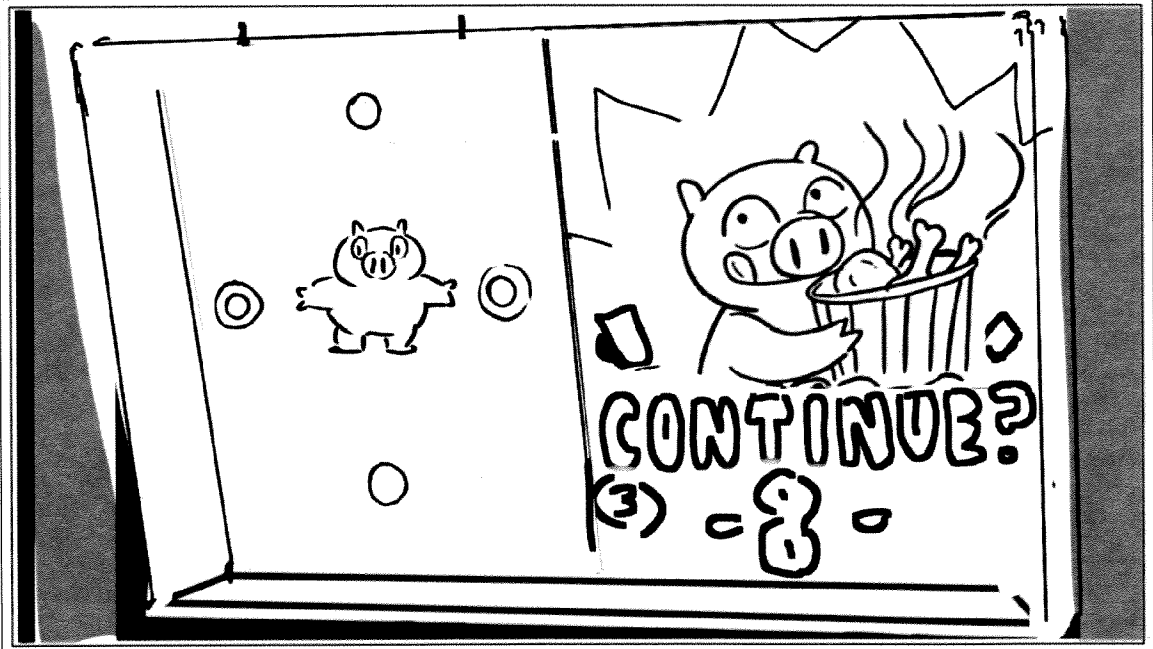
1020.009

Scene	Panel
190	cont 7



Slugging
1.08

Scene	Panel
190	cont 8



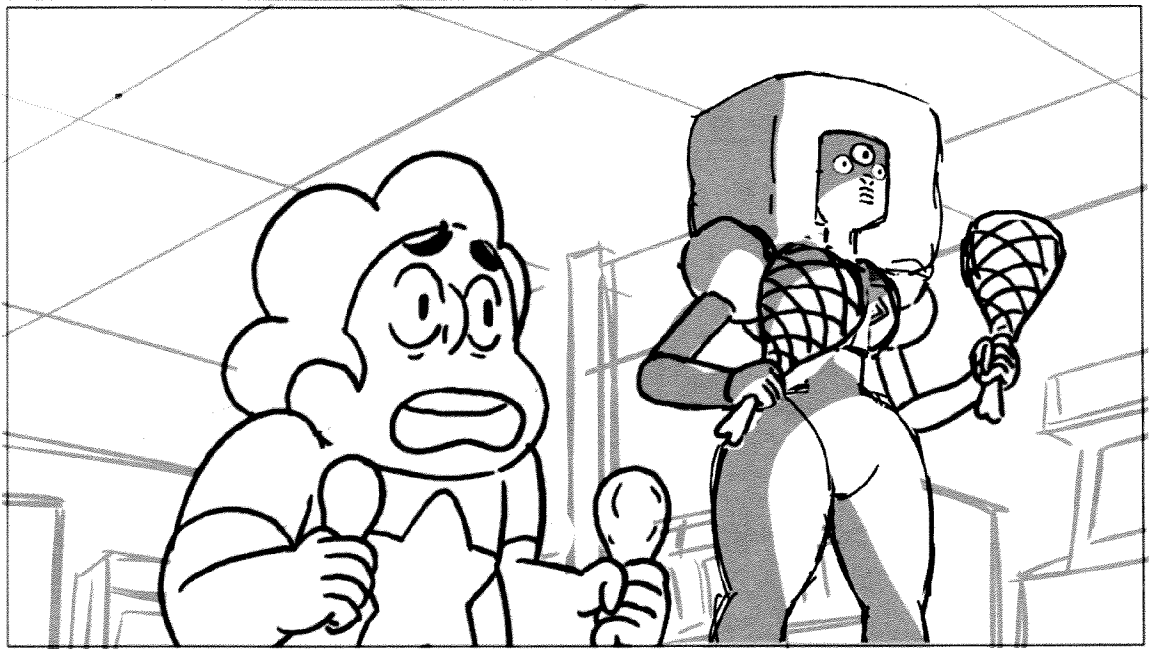
Slugging
1.08

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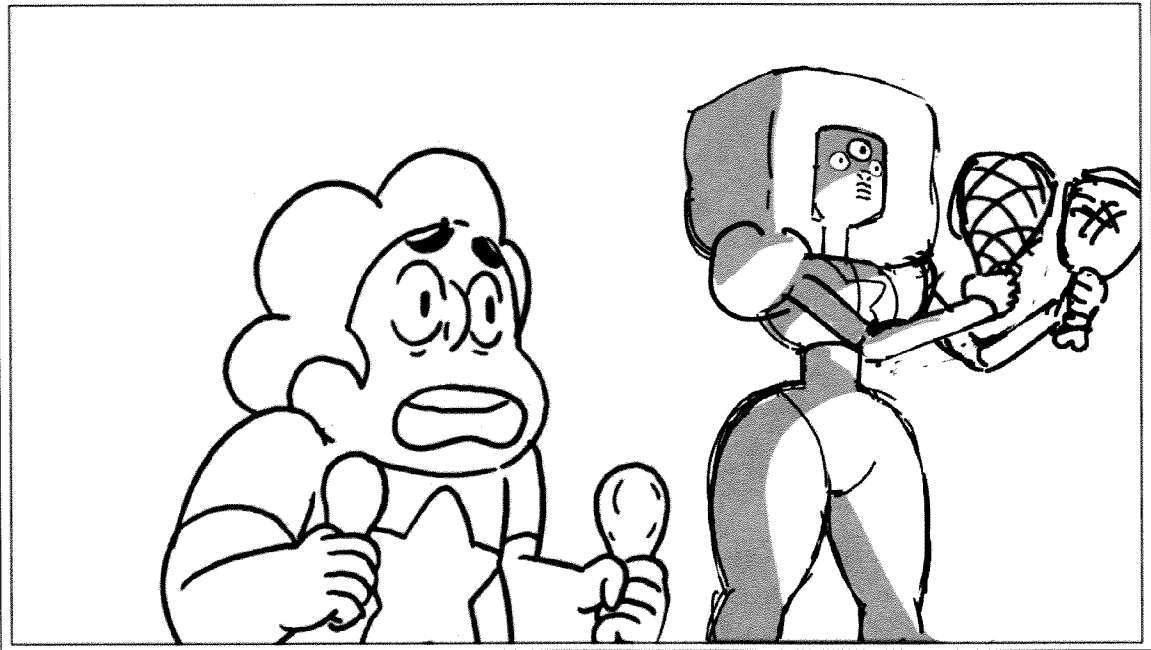
1020-009

Scene 191 Panel 1



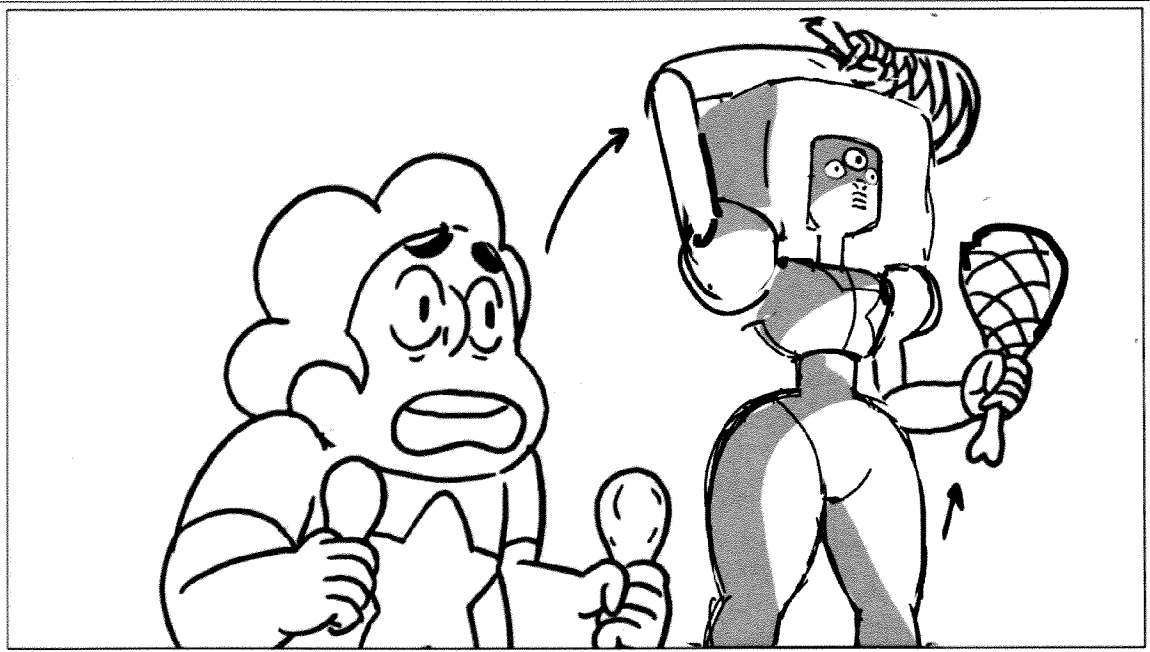
Slugging
Panels 1 to 3 = 1.06

Scene 191 Panel 2

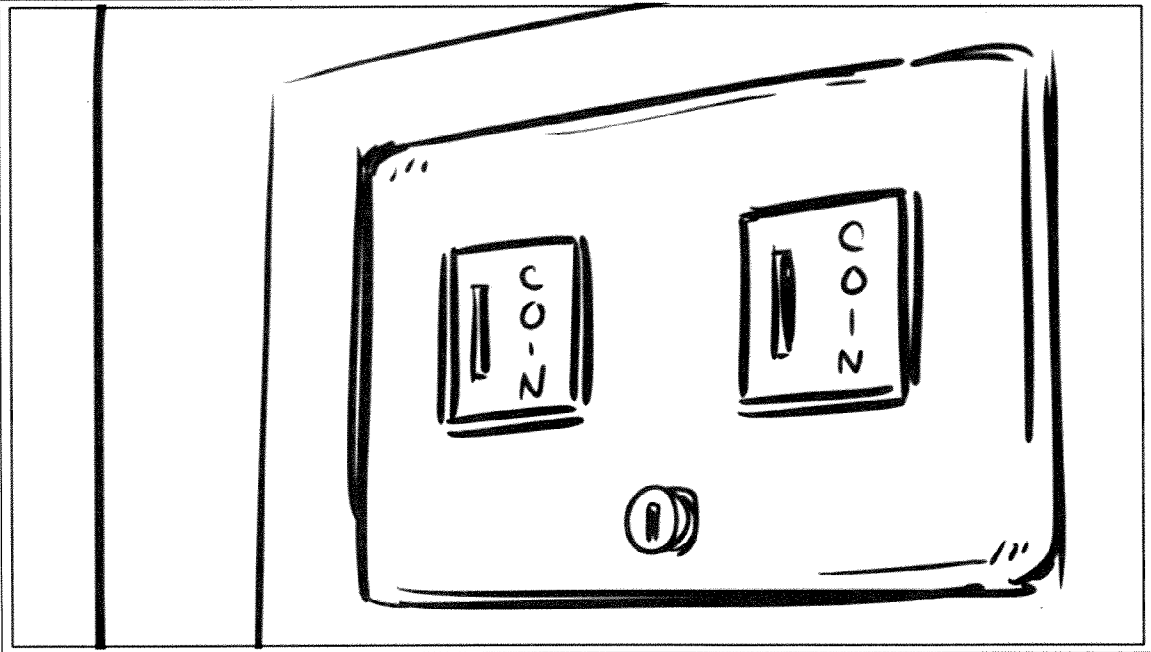


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Scene 191 Panel 3



Scene 192 Panel 1



Slugging
0.09

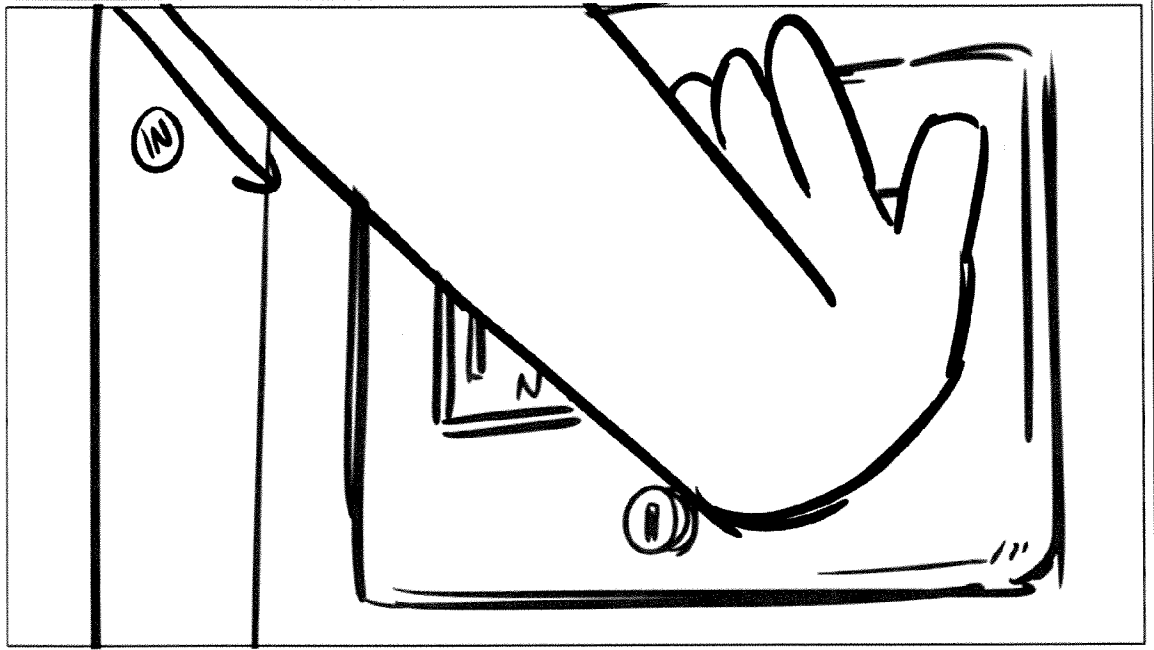
JUN 17 2013

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1020.009

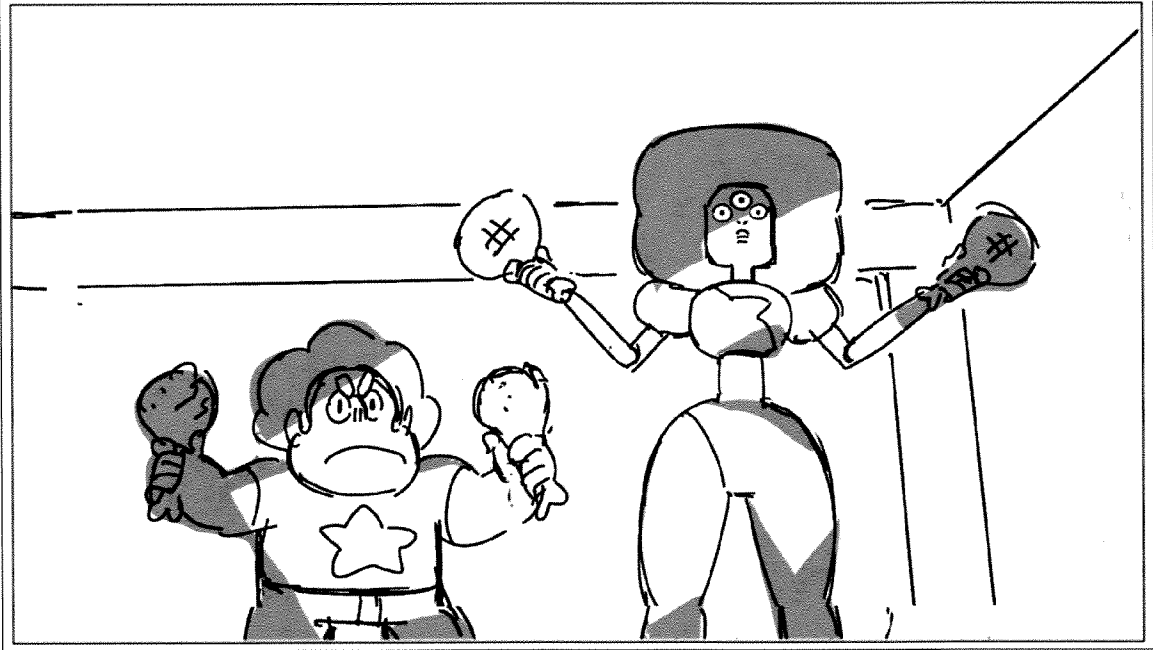
1020.009

Scene	Panel
192	2



Slugging
1.00

Scene	Panel
193	1



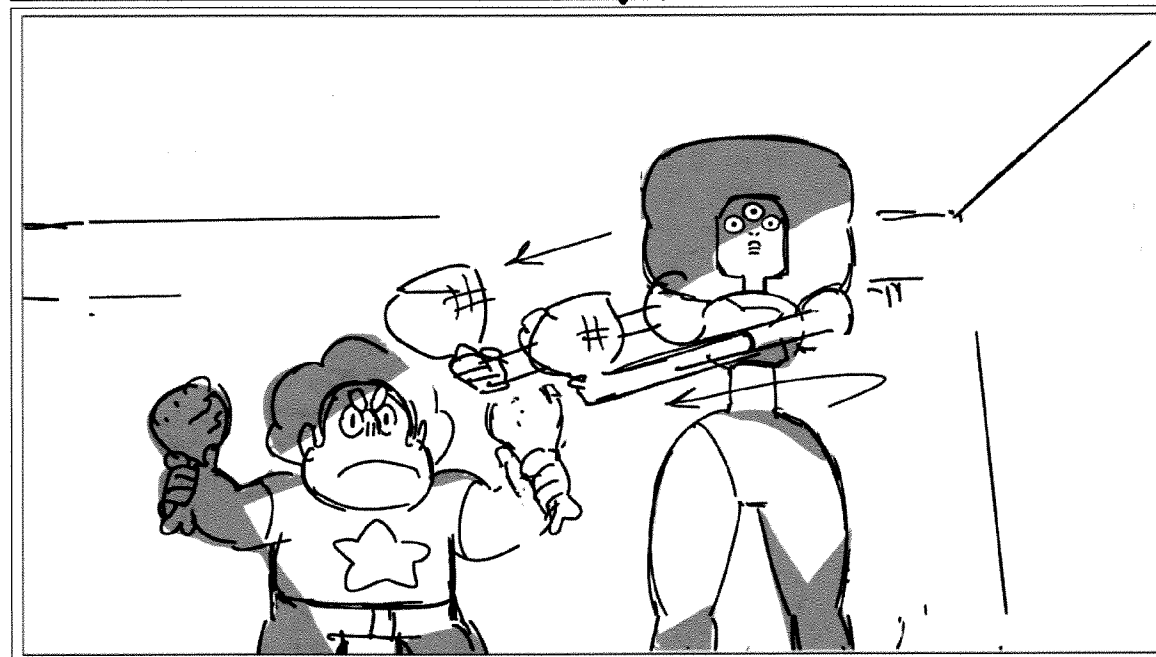
Slugging
Panels 1 to 3 = 1.06

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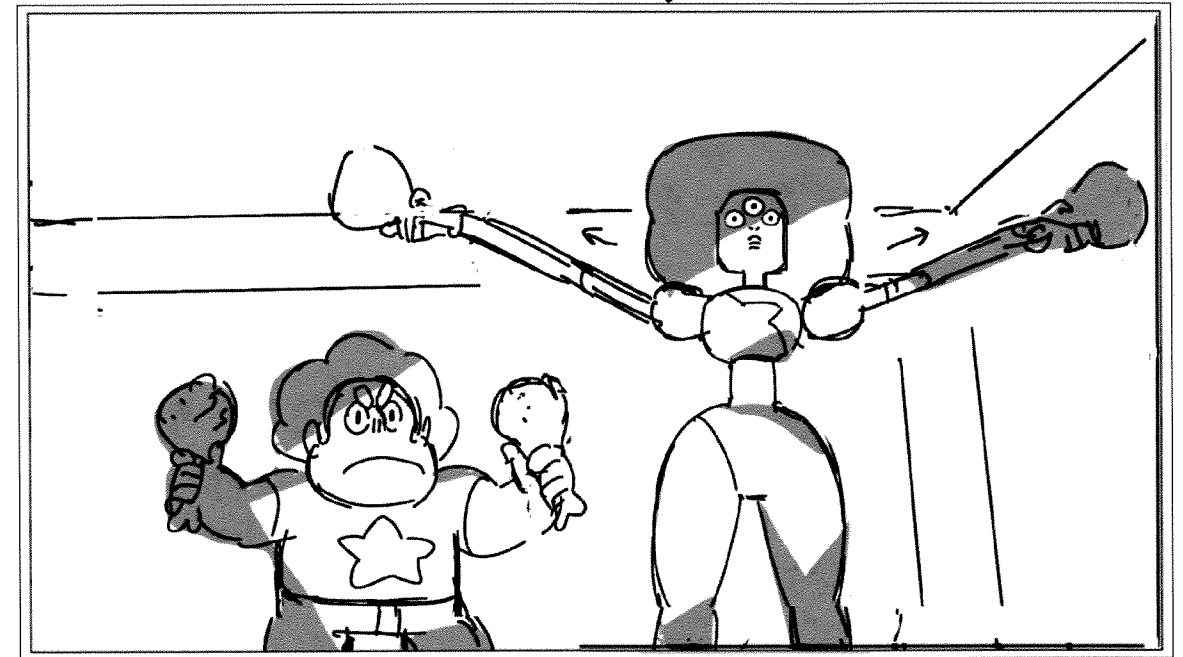
1020-009

1020-009

Scene 193 **cont** Panel 2



Scene 193 **cont** Panel 3



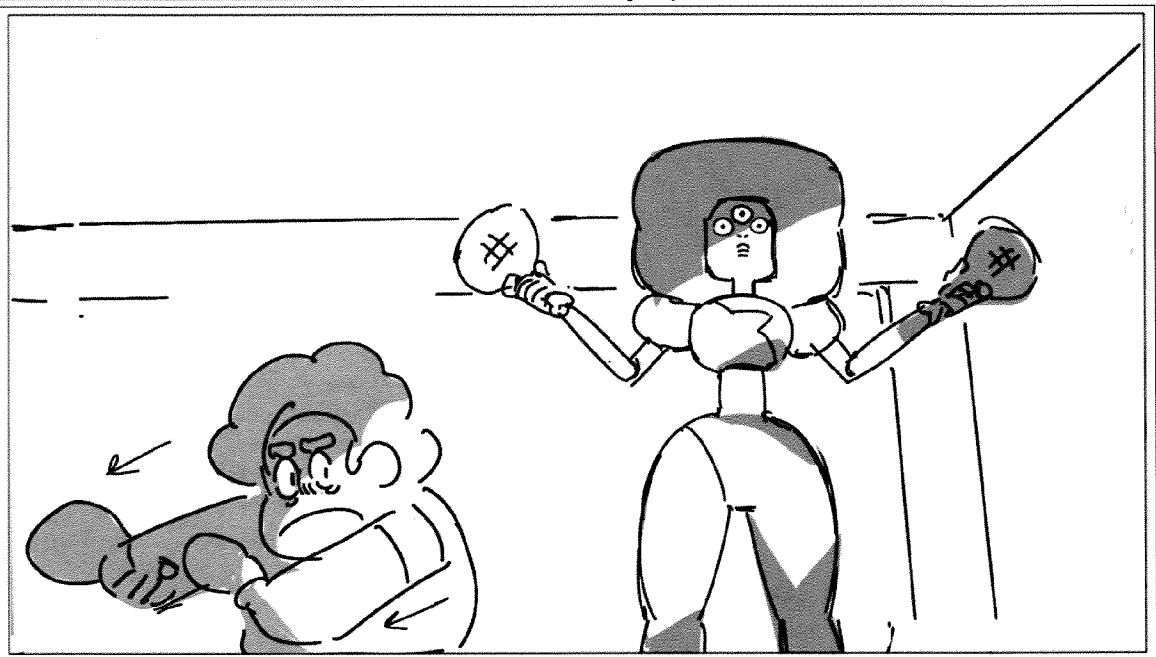
JUN 17 2013

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1020-009

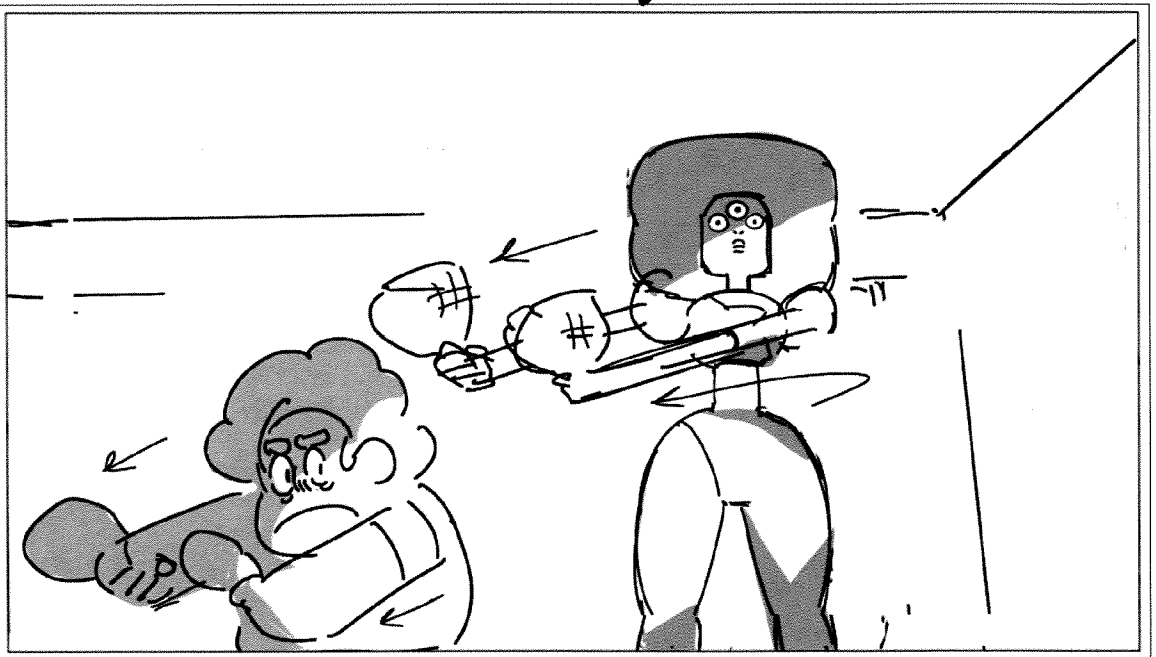
Scene 193 Panel 4
CONT



Dialog
GAME: EAT IT UP!

Slugging
Panels 4 to 6 = 0.12

Scene 193 Panel 5
CONT

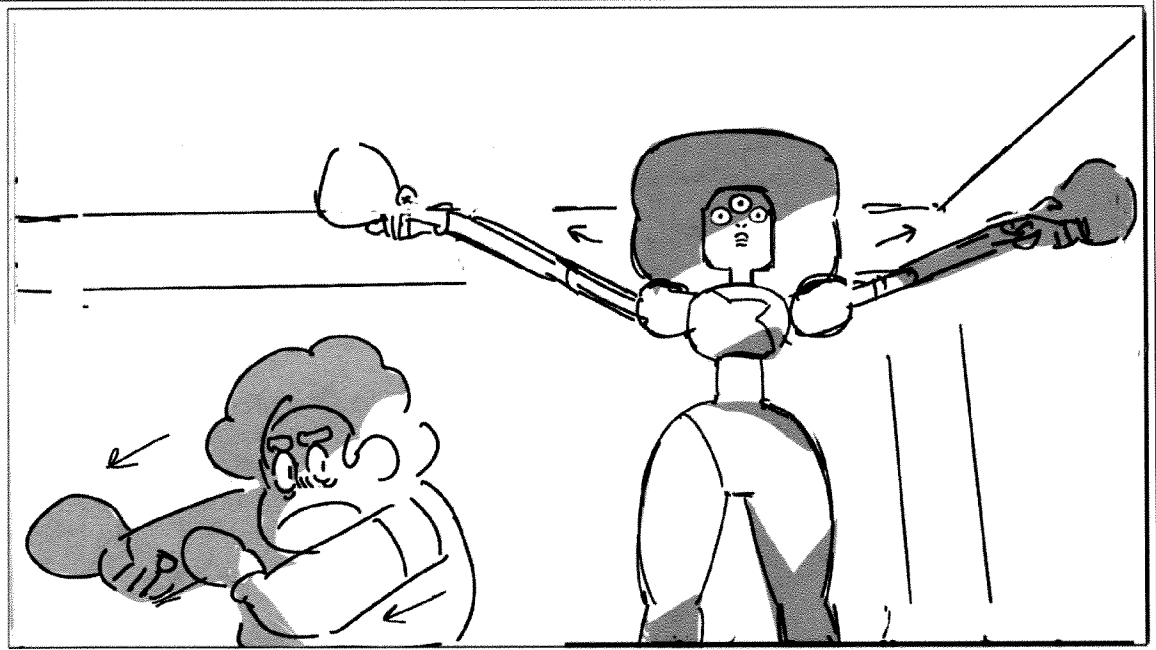


JUN 17 2013

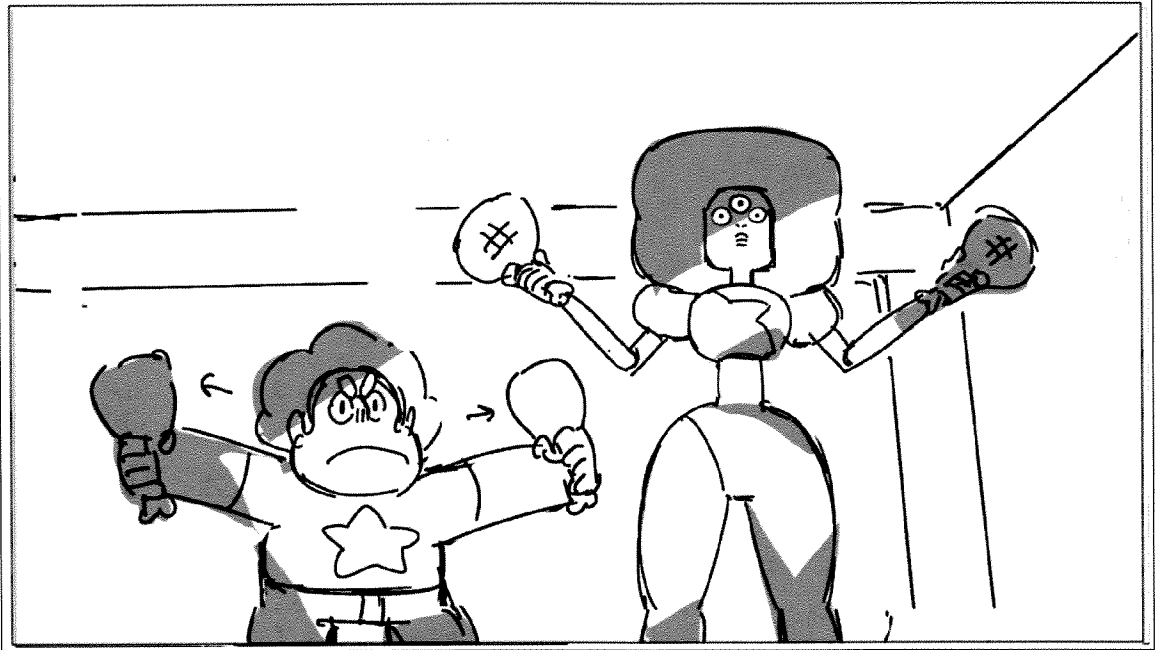
1020-009

1020-009

Scene 193 Panel 6
CONT



Scene 193 Panel 7
CONT



Slugging
Panels 7 to 9 = 1.02

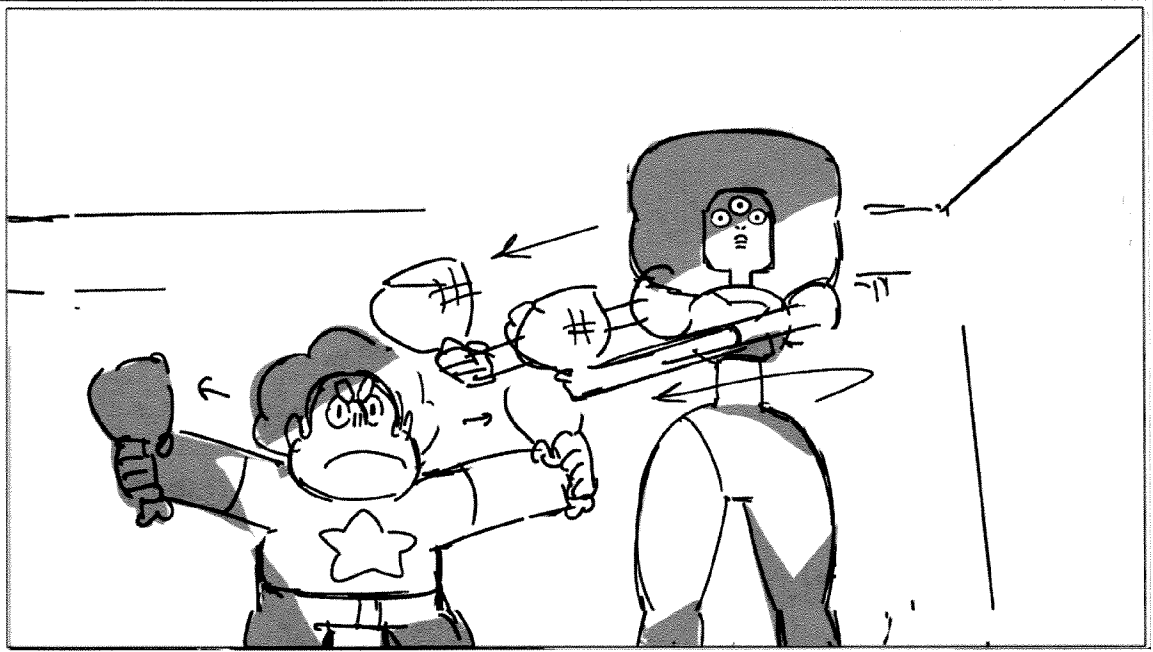
JUN 17 2013

1020.009

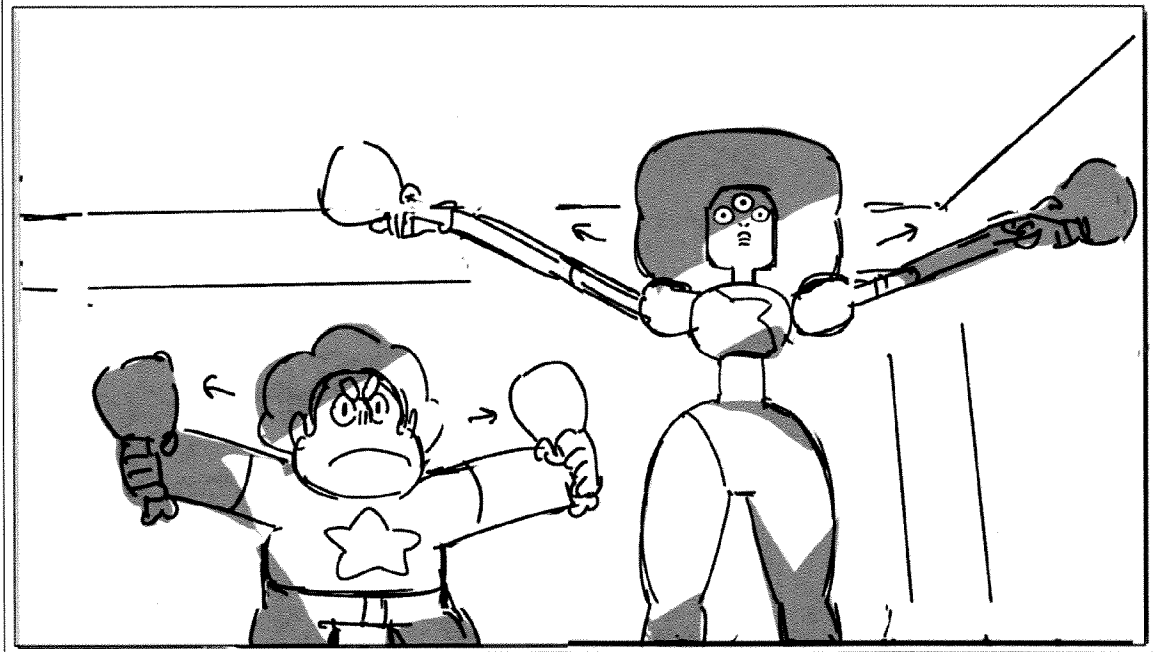
1020.009

1020.009

Scene 193 Panel 8



Scene 193 Panel 9



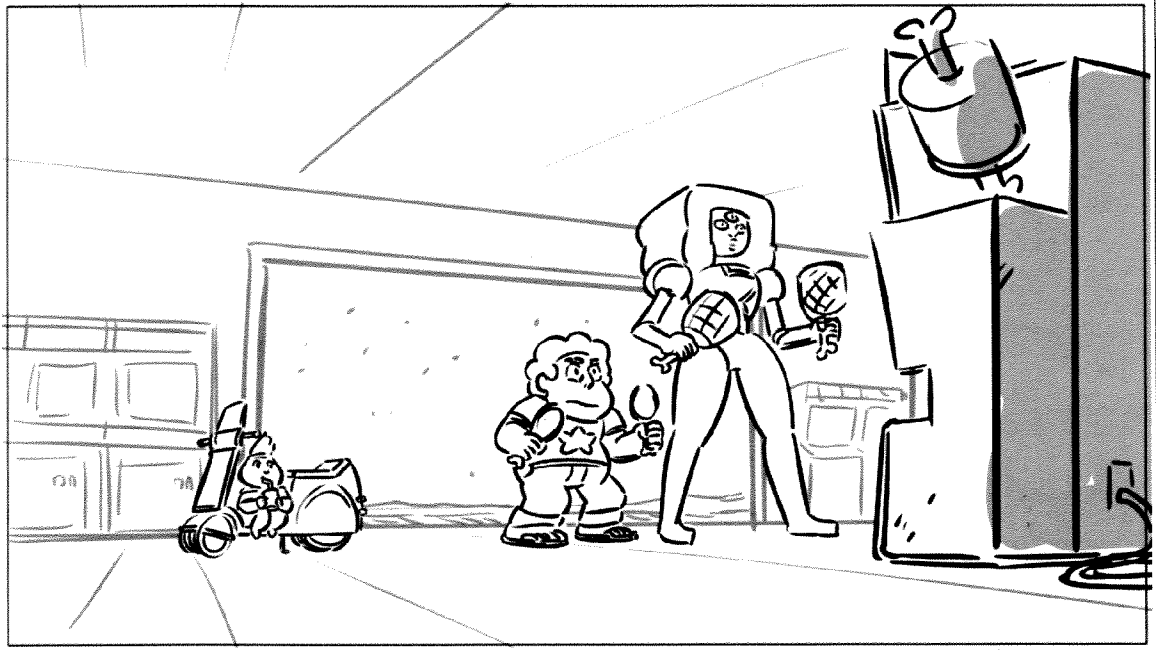
JUN 17 2013

1020-009

1020-009

1020-009

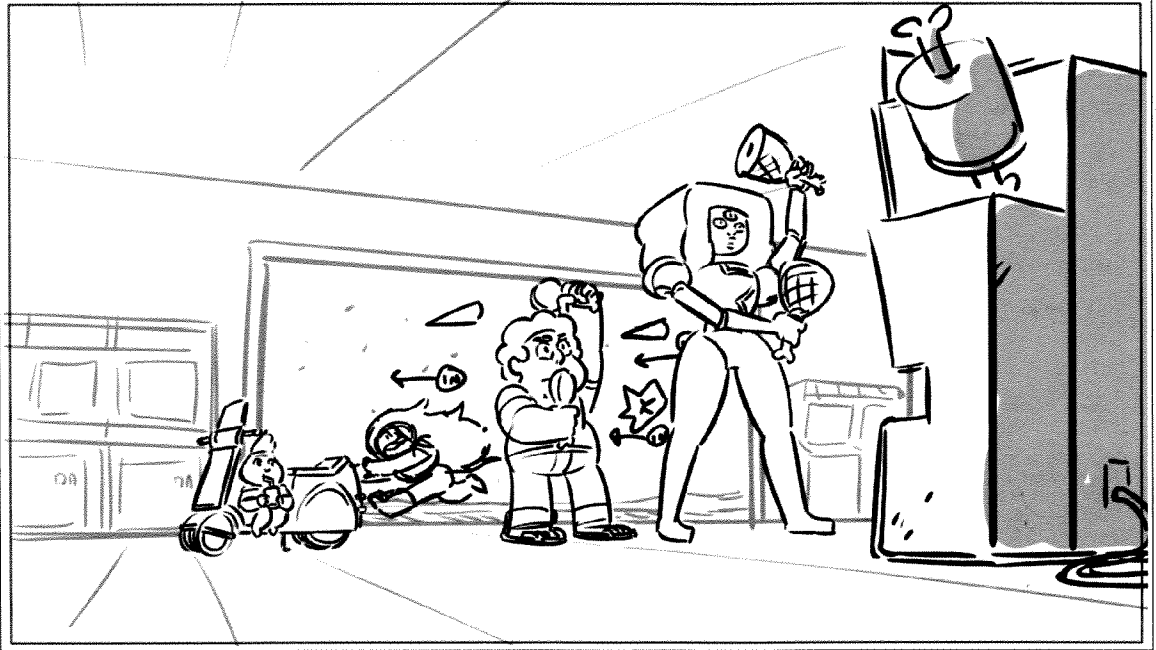
Scene 194 Panel 1



Action Notes
Cycle GARNET's poses quickly.

Slugging
0.11

Scene 194 **ant** Panel 2



Action Notes
AMETHYST in, being chased by spikes

Slugging
0.11

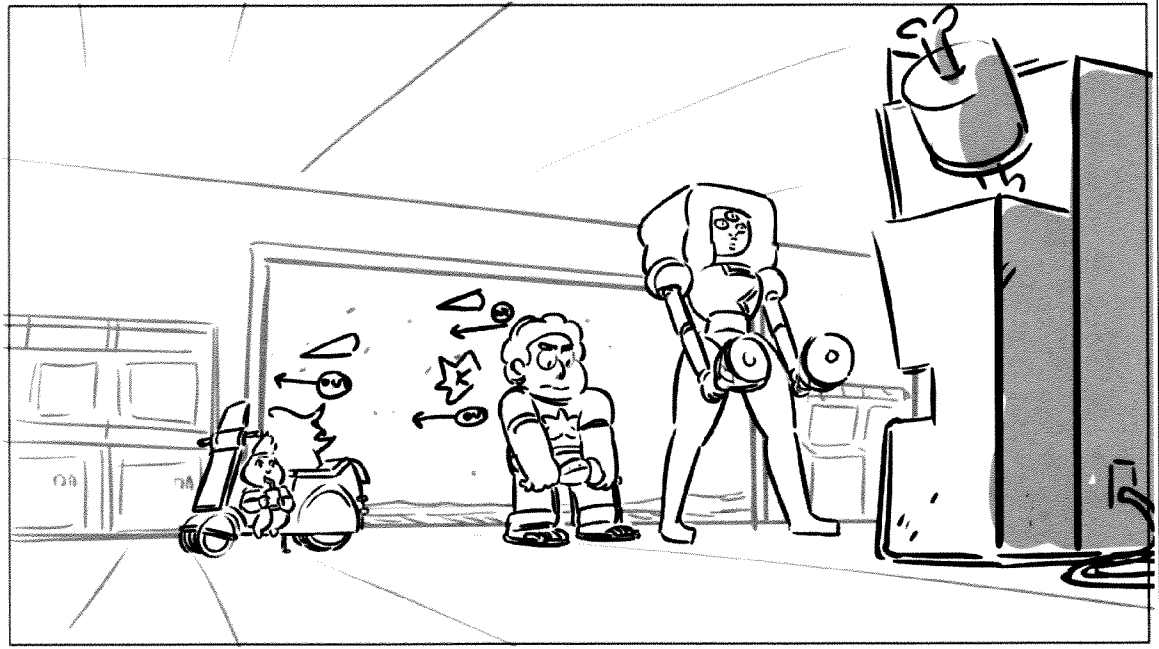
JUN 17 2013

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1020-009

1020-009

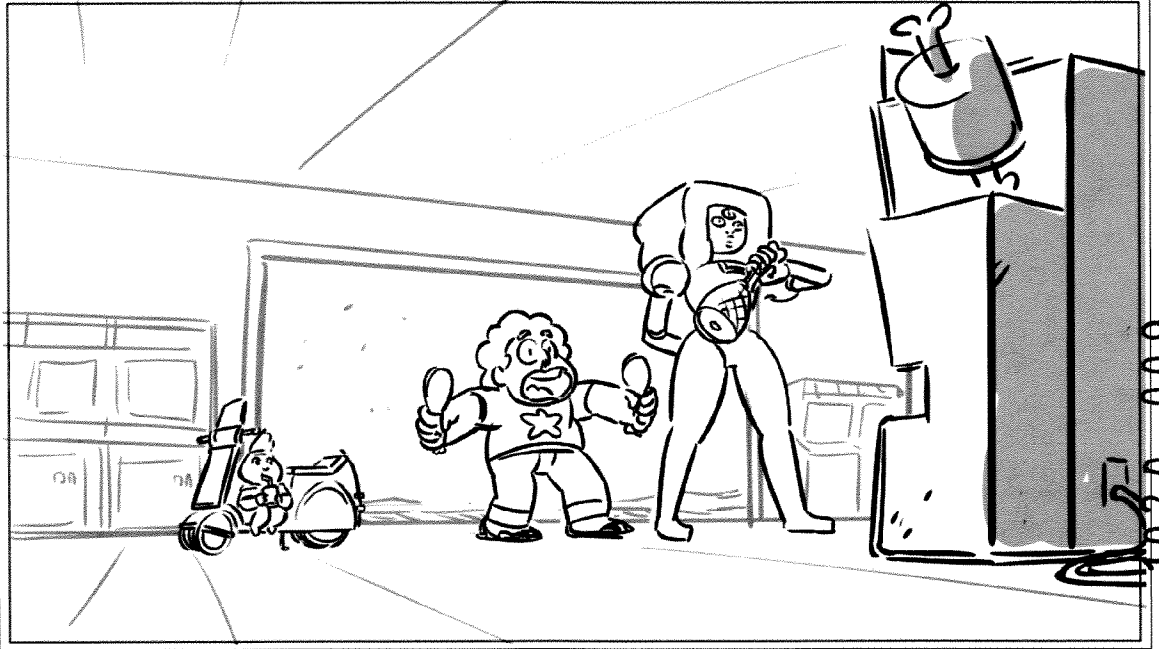
Scene 194 **CONT** Panel 3



Action Notes
AMETHYST and spikes out

Slugging
0.13

Scene 194 **CONT** Panel 4



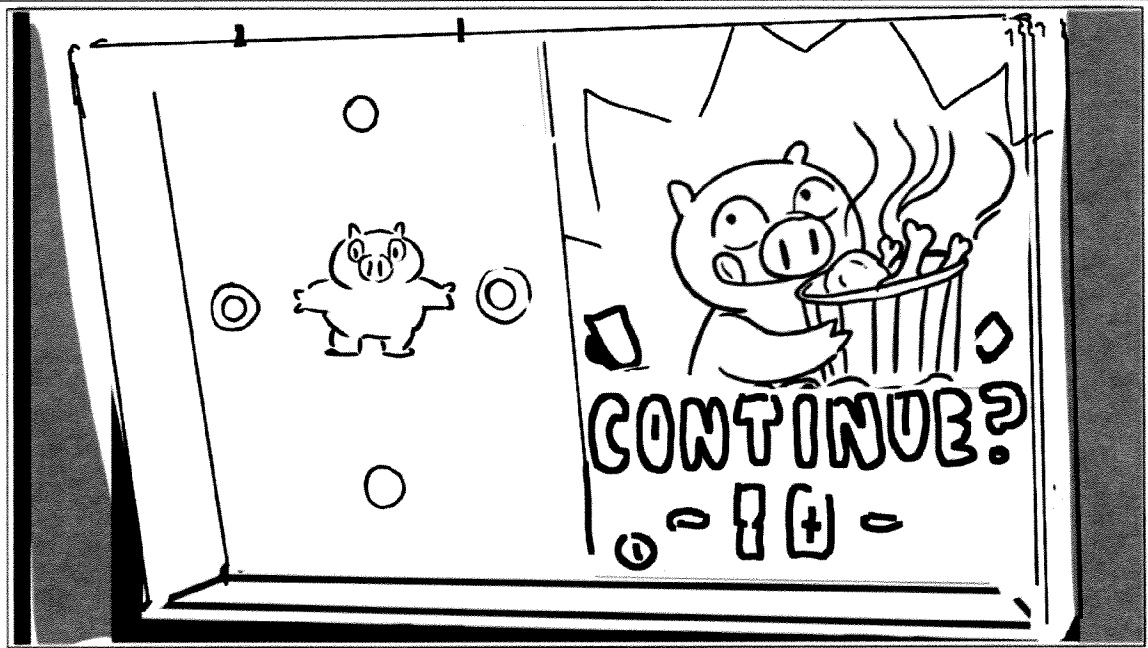
Slugging
1.07

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600.020

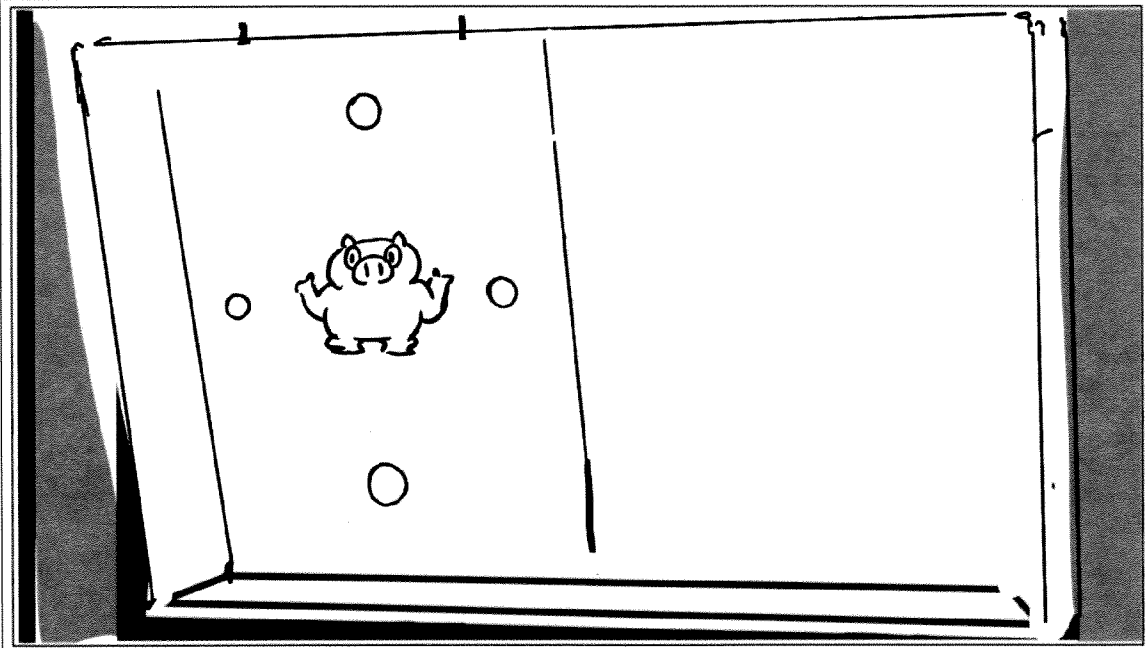
Scene	Panel
195	1



Dialog
GAME: PLAYER 1 WINS! YOU'RE TOAST PLAYER 2.

Slugging
1.08

Scene	Panel
195	2



Action Notes
Panels 3-6 should cycle randomly as the right side of the screen continues to countdown.

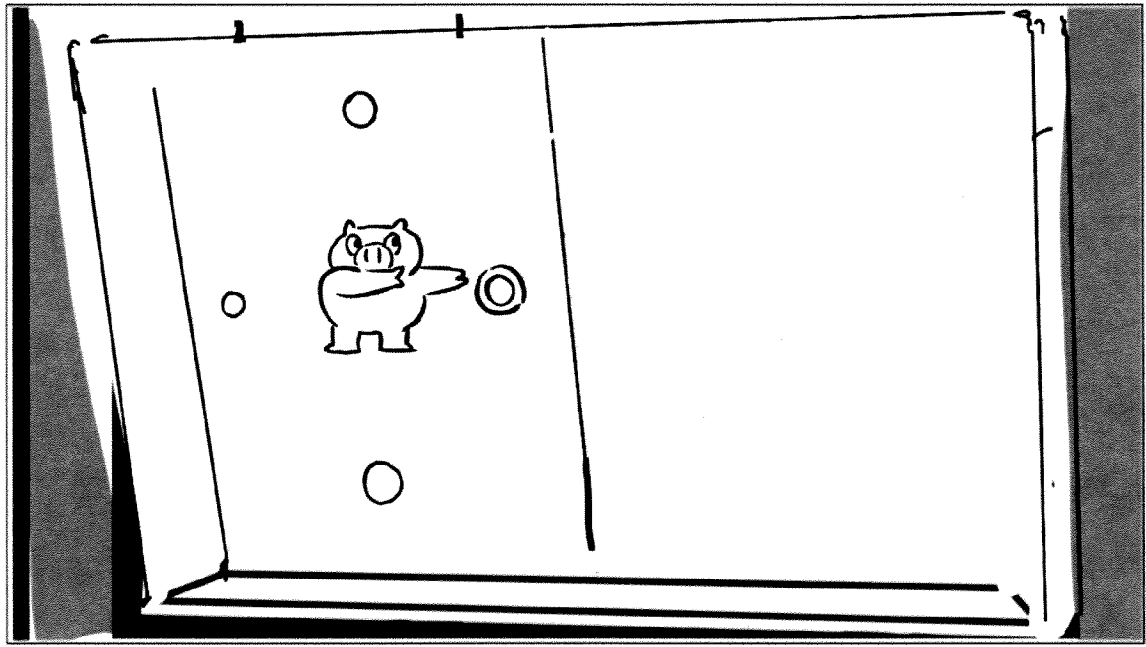
Inbetween pose

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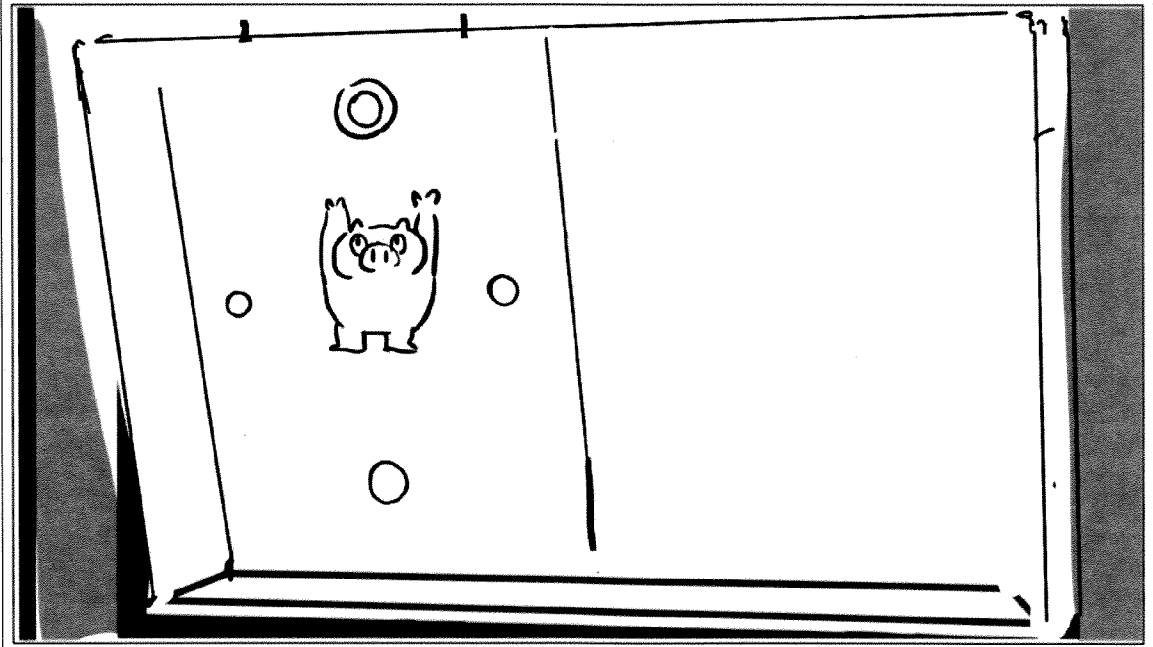
Scene	Panel
195	cont
	3



Dialog	
GAME	LET'S MEAT IT!

Action Notes
screenshot

Scene	Panel
195	cont
	4



Dialog	
GAME	LET'S MEAT IT!

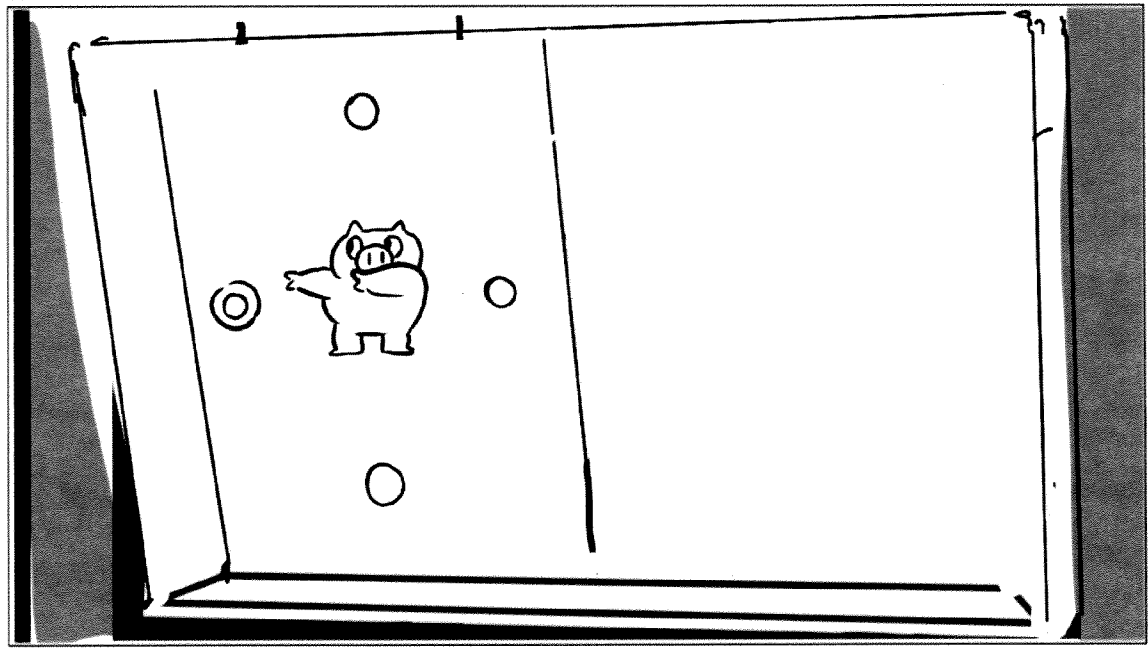
Action Notes
screenshot

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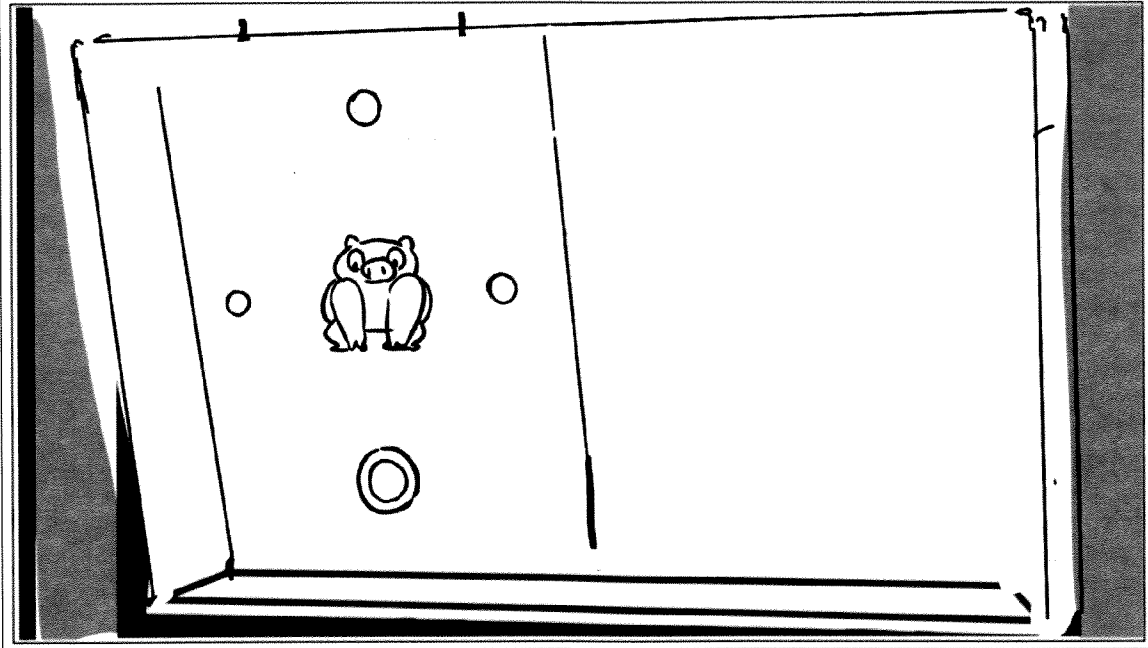
Scene 195 Panel 5



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 195 Panel 6



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot
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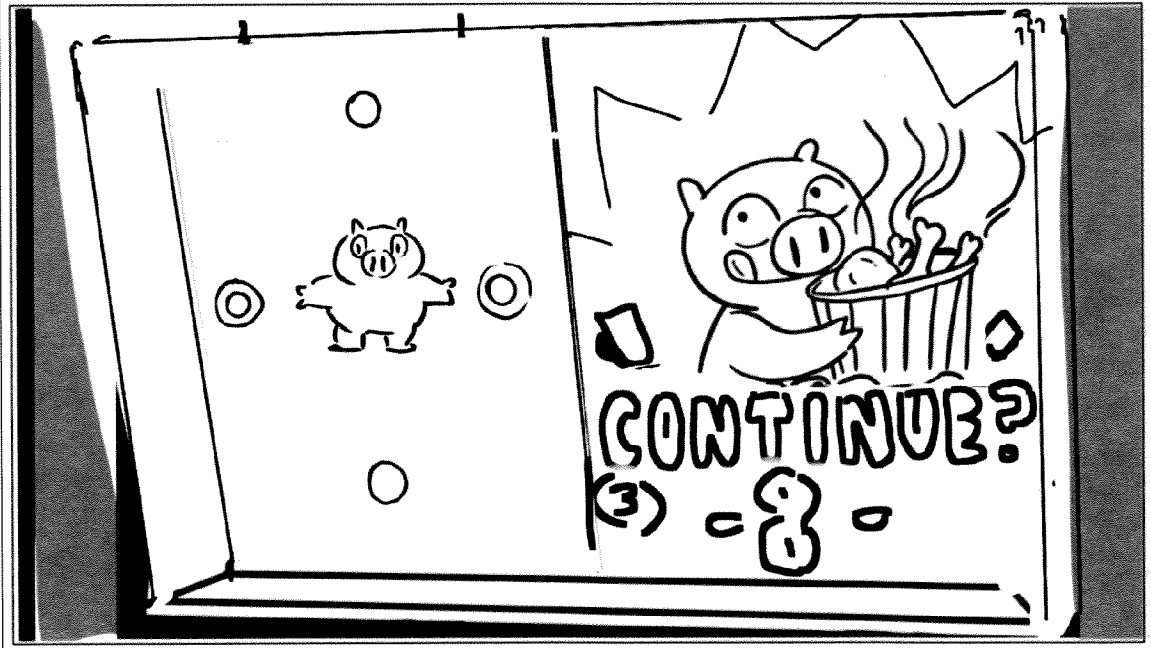
1020-009

Scene	Panel
195	cont
	7



Slugging
1.08

Scene	Panel
195	cont
	8



Slugging
1.08

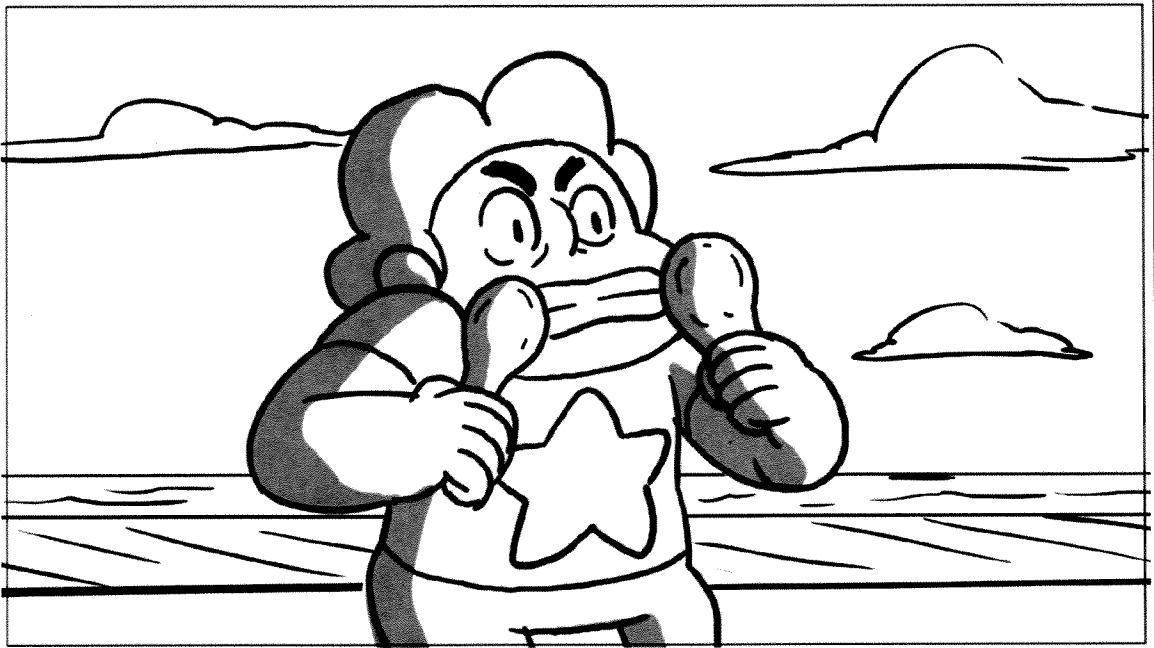
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Scene	Panel
196	1



Dialog
STEVEN: AWWW...

Slugging
1.01

Scene	Panel
196	2



Dialog
STEVEN: NO!

Slugging
1.12

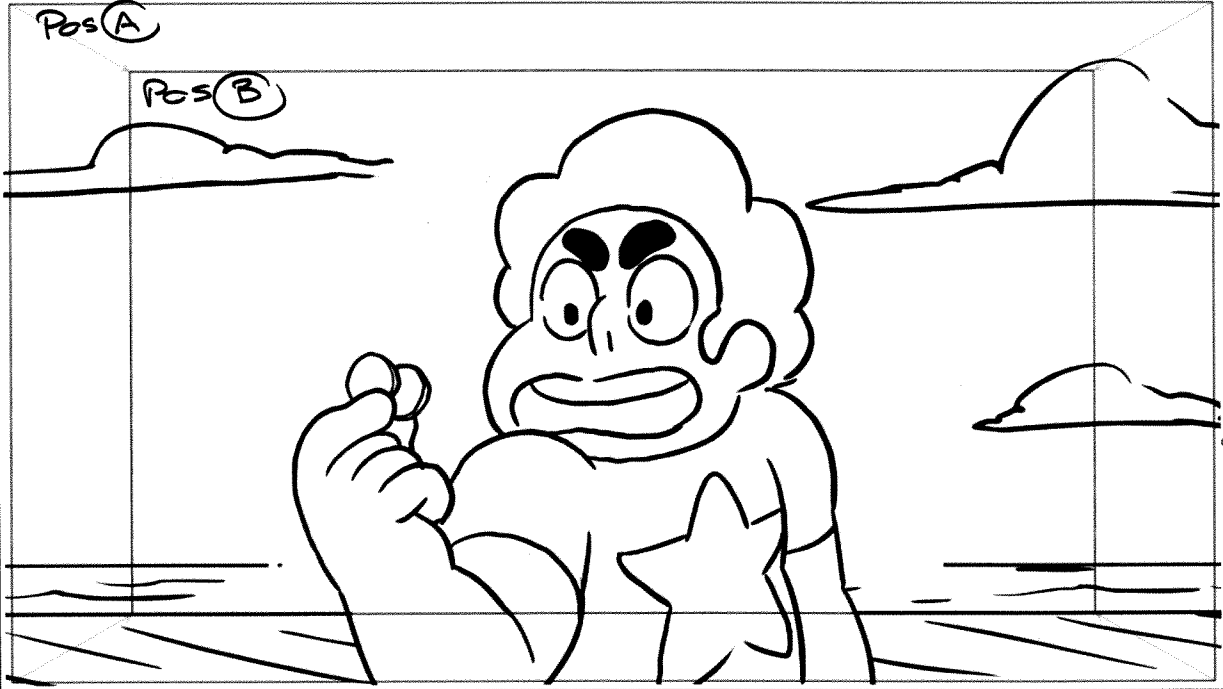
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Scene 196 Panel 3
CONT



Slugging
0.12

Scene 196 Panel 4
CONT



Dialog
STEVEN: MY LAST SHOT!

Action Notes
camera trucks when steven pulls out two quarters

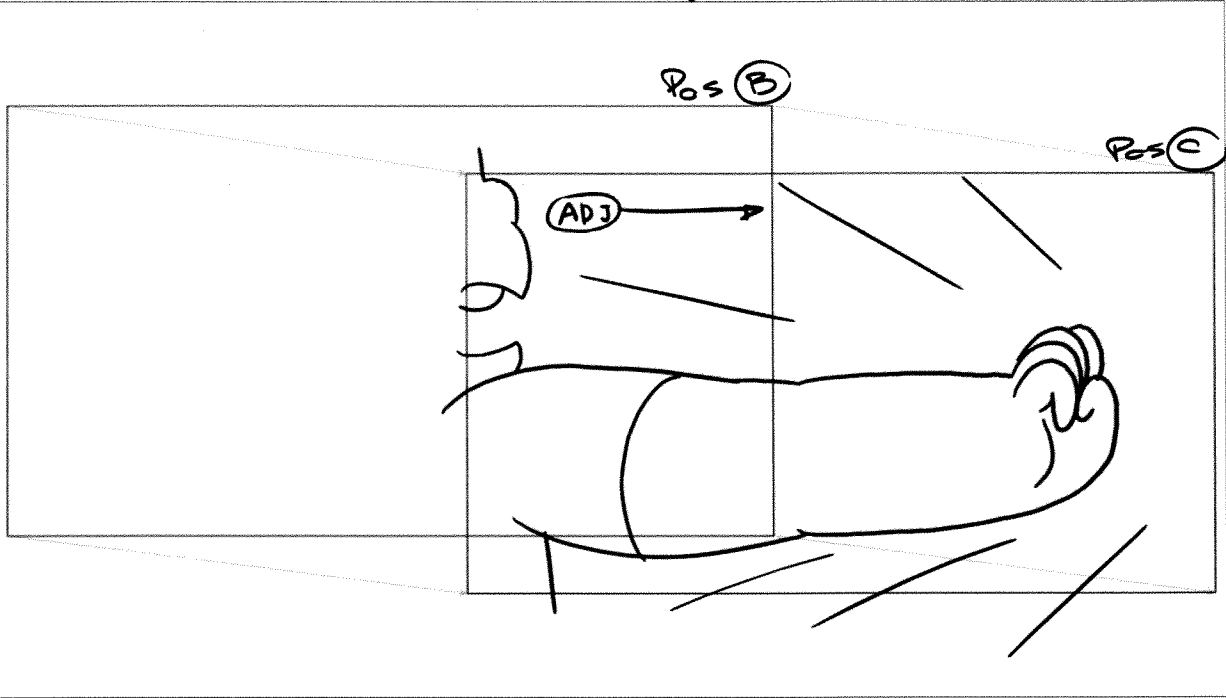
Slugging
ADJ: 0.08
Then HOLD: 1.07

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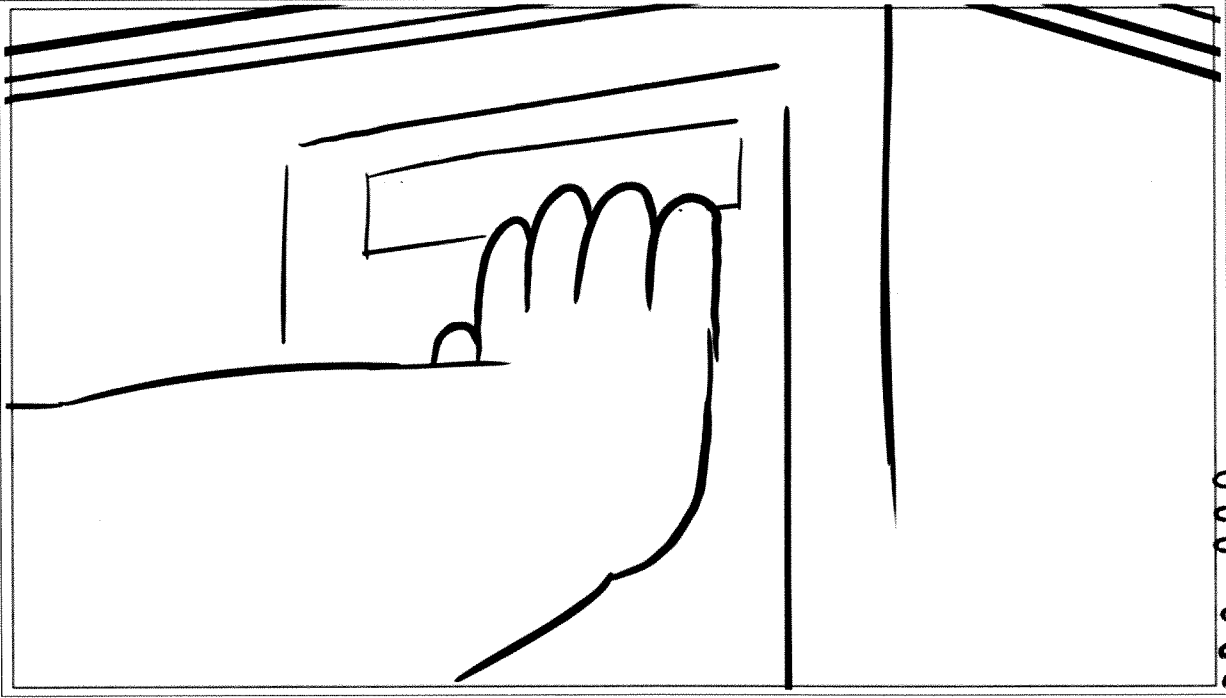
Scene 196 Panel 5



Action Notes
bg is a burst card

Slugging
ADJ: 0.06
Then HOLD: 0.12

Scene 196 Panel 6

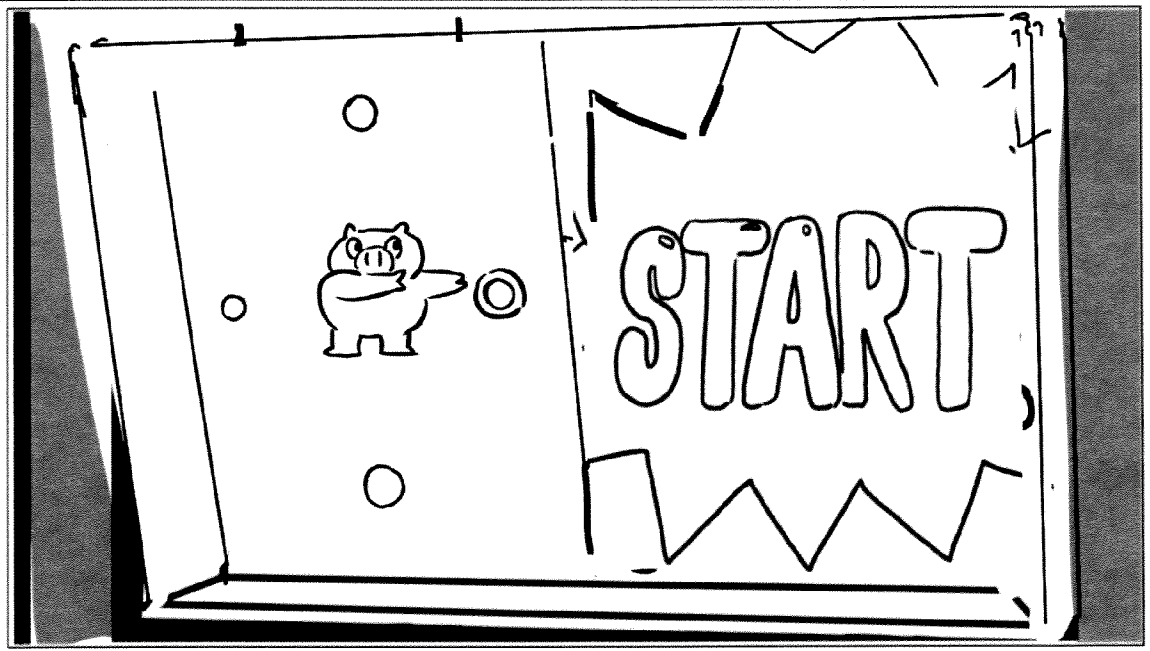


Action Notes
bg becomes literal when hand slams down

Slugging
1.06

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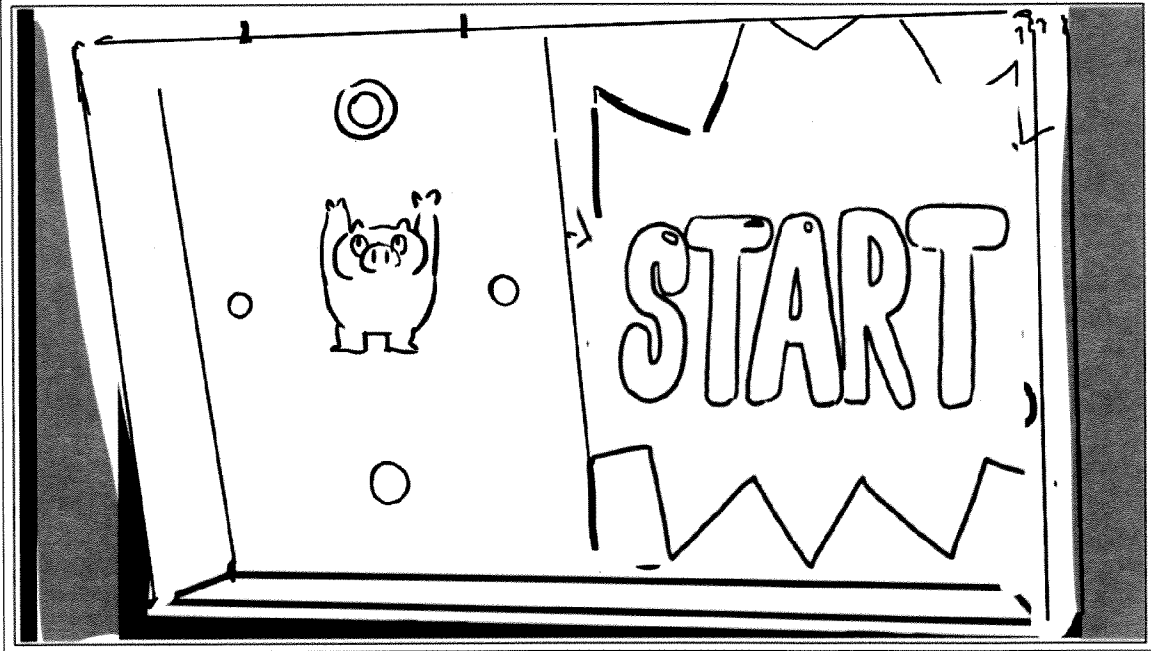
Scene 197 Panel 3



Dialog
GAME LET'S MEAT IT!

Action Notes
Panels 2-6 should be cycled randomly
screenshot

Scene 197 Panel 4



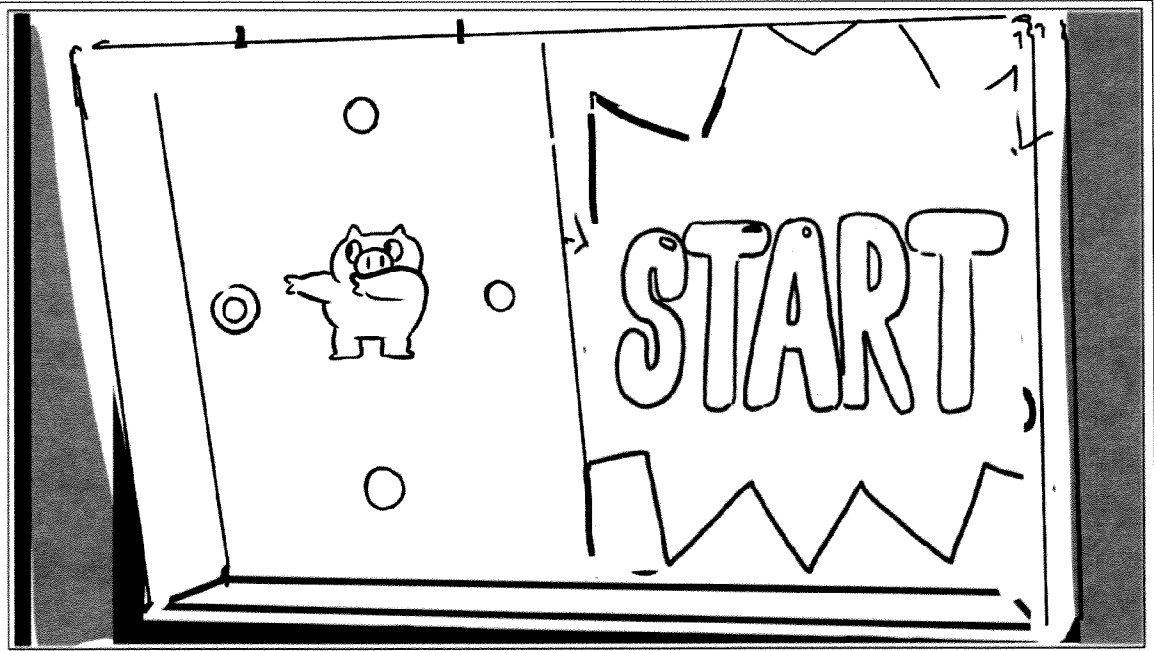
Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot
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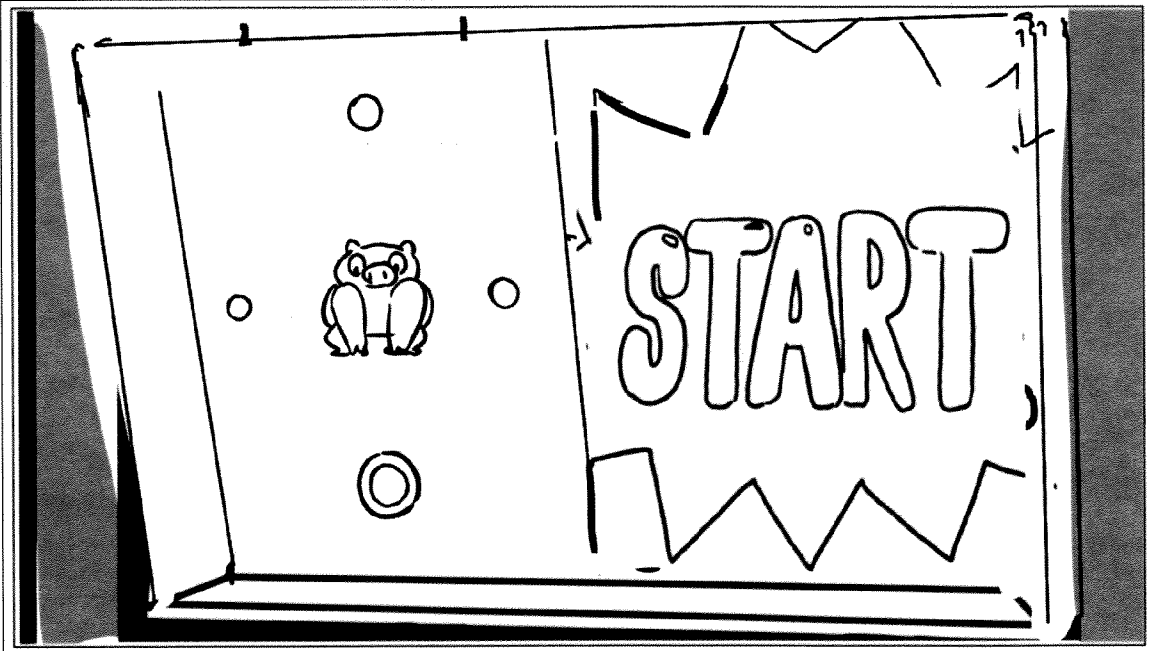
Scene	Panel
197	cont
	5



Dialog	
GAME	LET'S MEAT IT!

Action Notes	
screenshot	

Scene	Panel
197	cont
	6



Dialog	
GAME	LET'S MEAT IT!

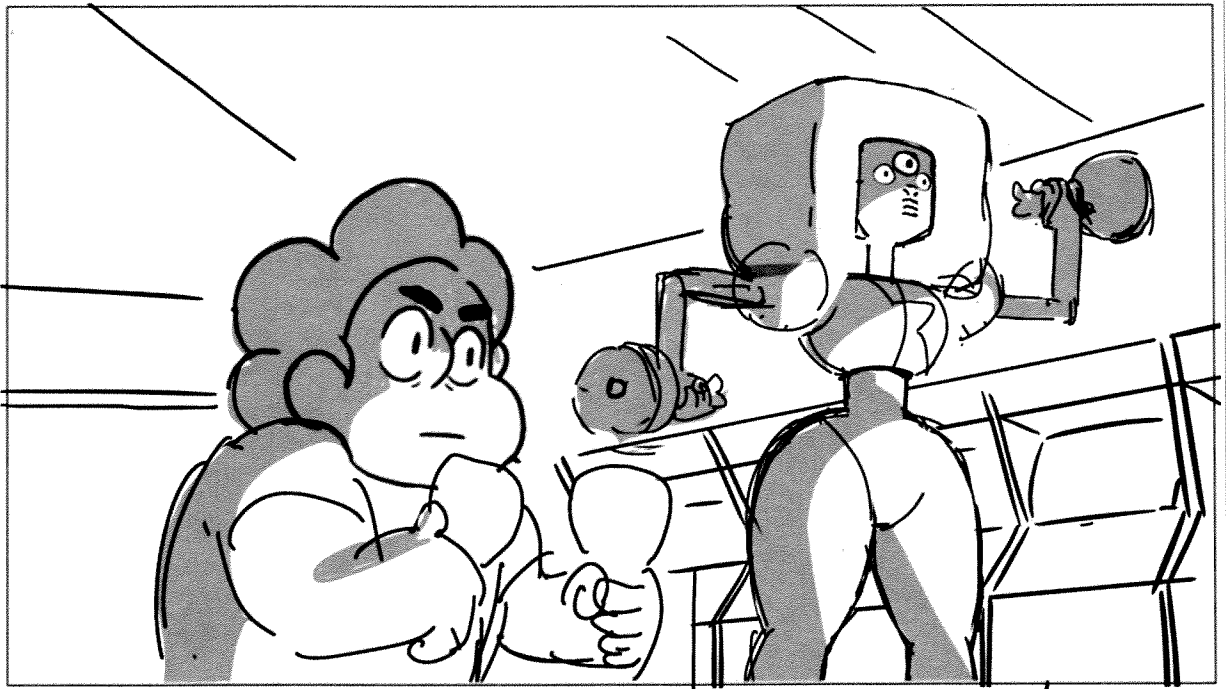
Action Notes	
screenshot	

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Scene 198 Panel 1



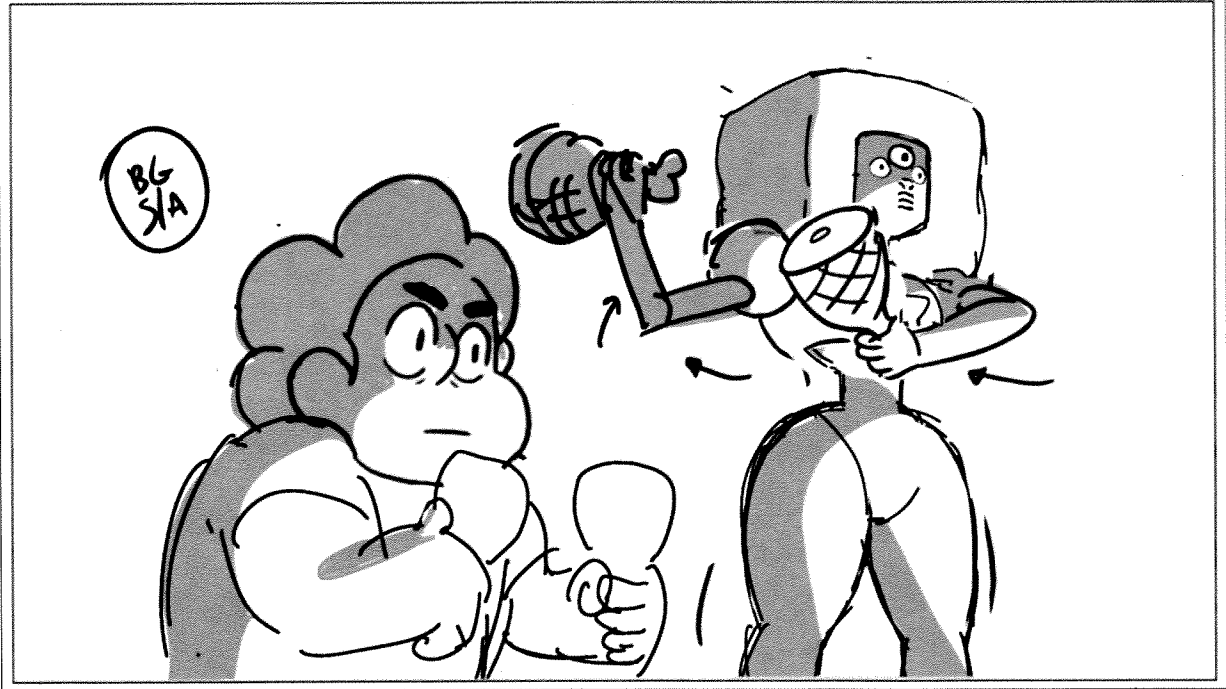
Dialog
GAME: RACK THOSE RIBS!

SCREEN 1

SCREEN 2

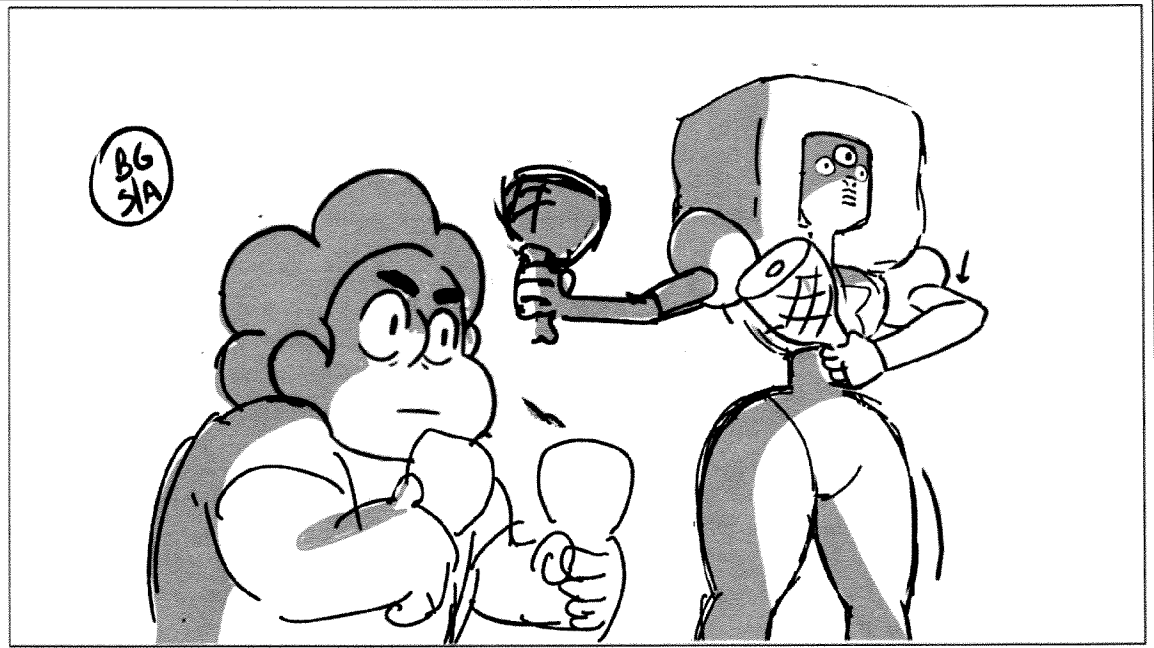
Slugging
Panels 1 to 3 = 1.12

Scene 198 Panel 2

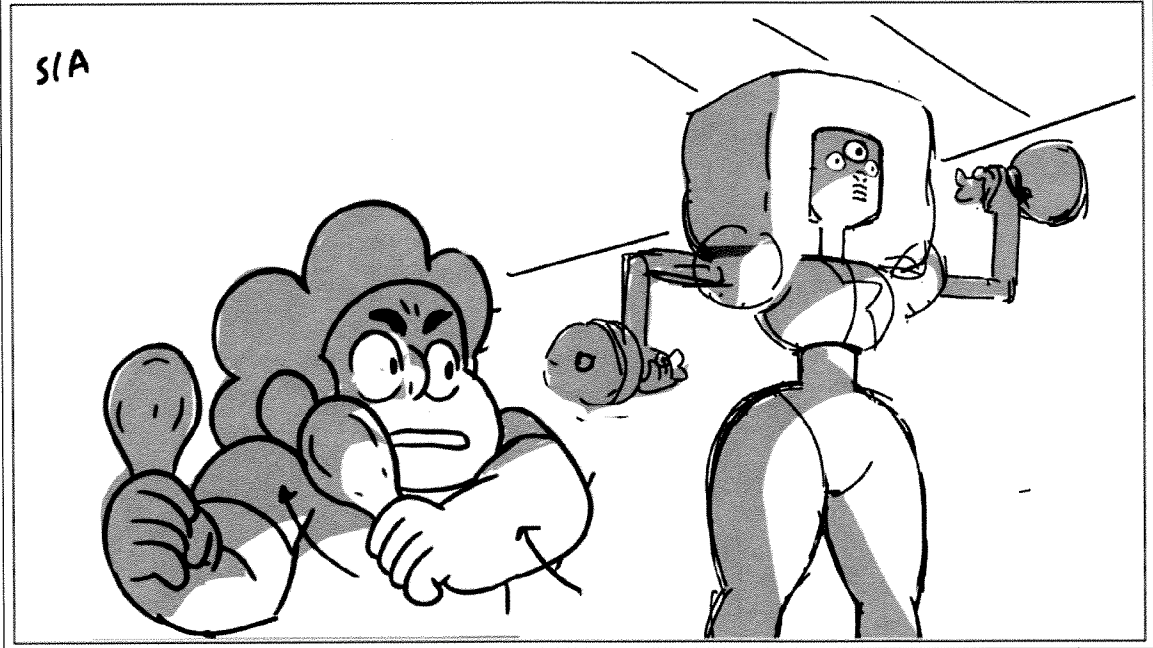


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Scene 198 Panel 3
CONT



Scene 198 Panel 4
CONT



Dialog
GAME: RACK THOSE RIBS!

Slugging
Panels 4 to 6 = 0.11

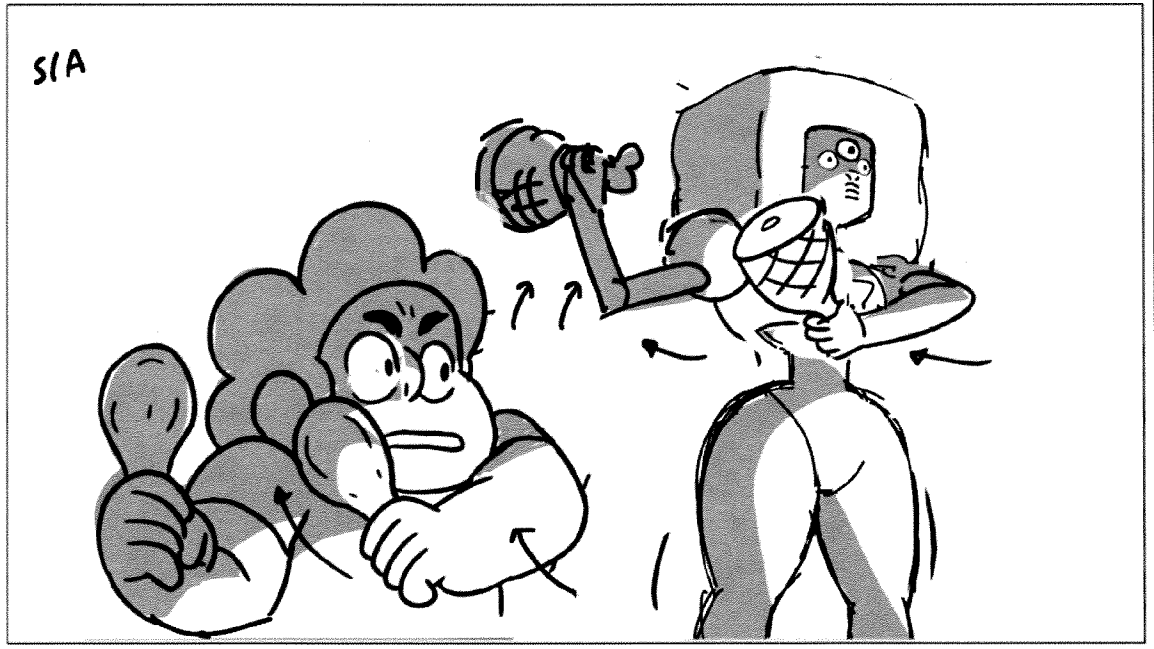
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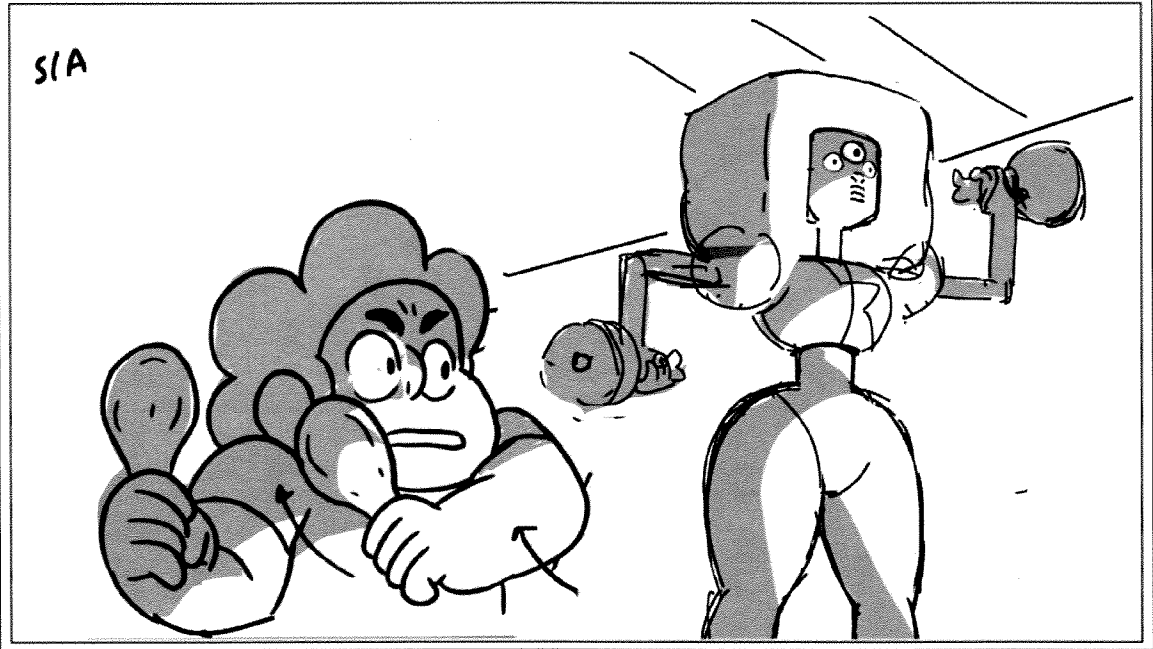
1020-009

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Scene 198 **CONT** Panel 5



Scene 198 **CONT** Panel 6

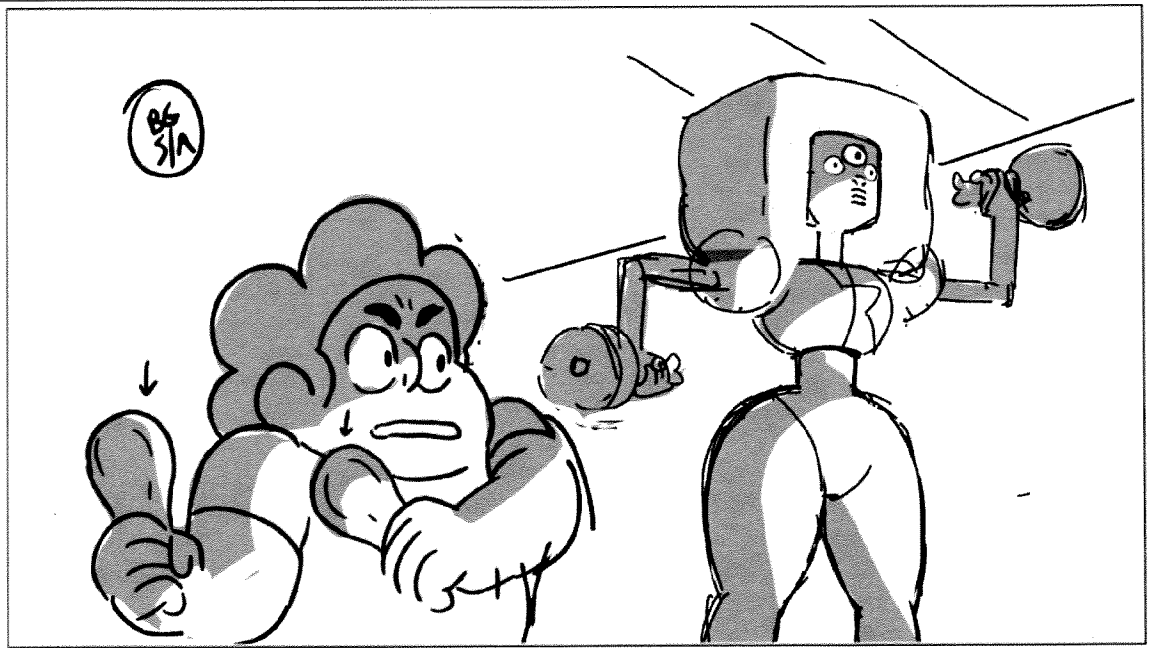


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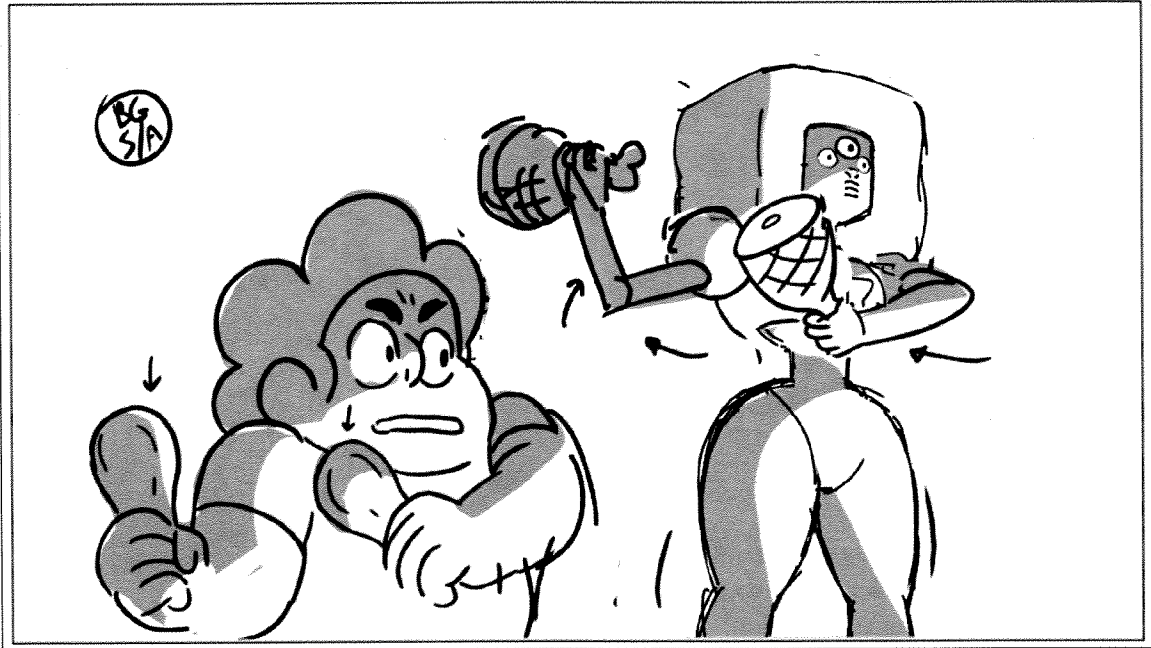
1020-009

Scene 198 Panel 7



Slugging
Panels 7 to 9 = 0.13

Scene 198 Panel 8

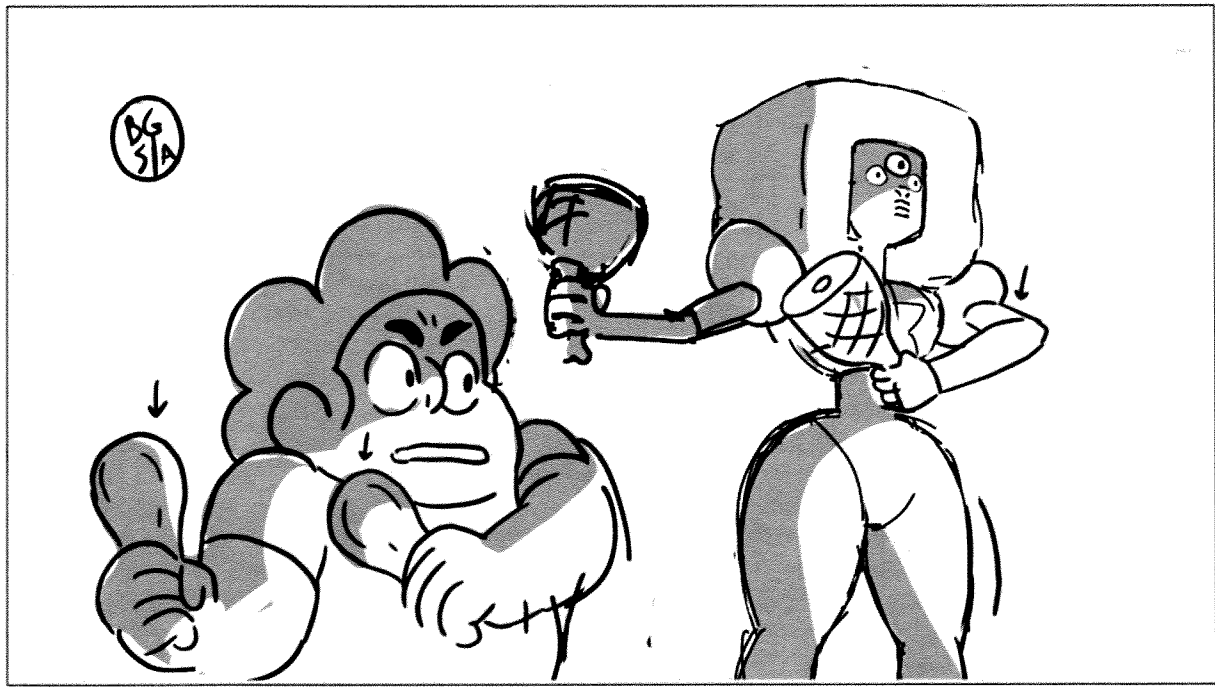


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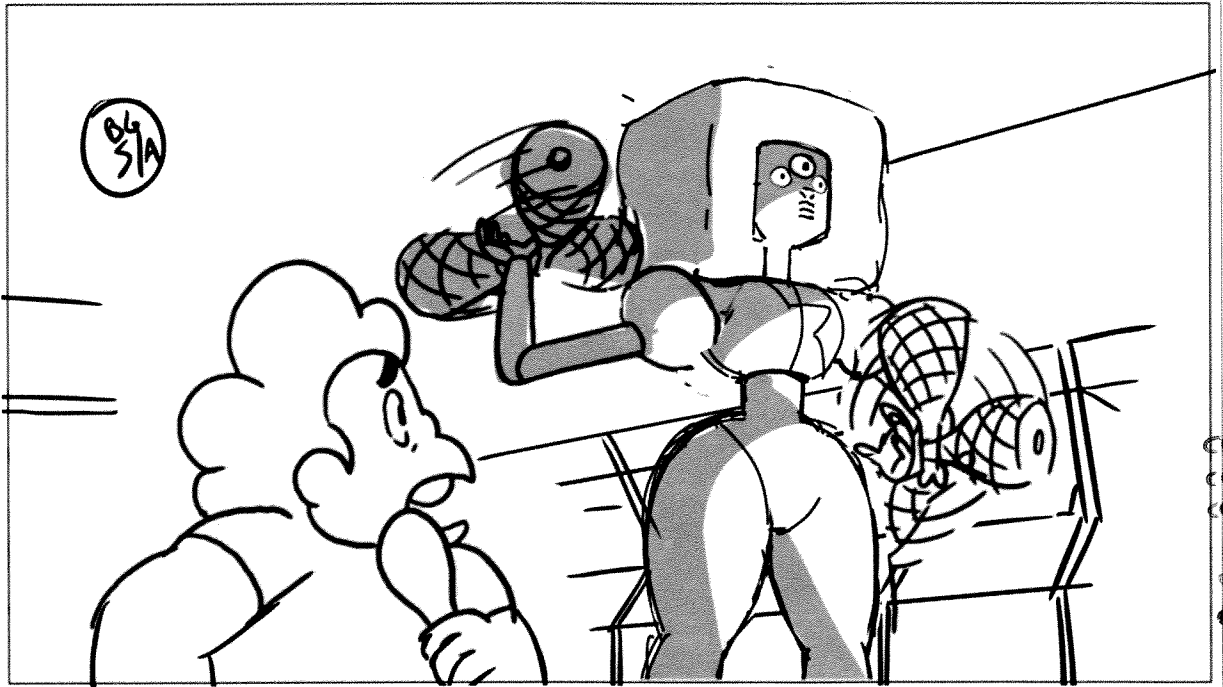
1020.009

1020.009

Scene 198 **cont** Panel 9



Scene **FB cont** Panel 1a

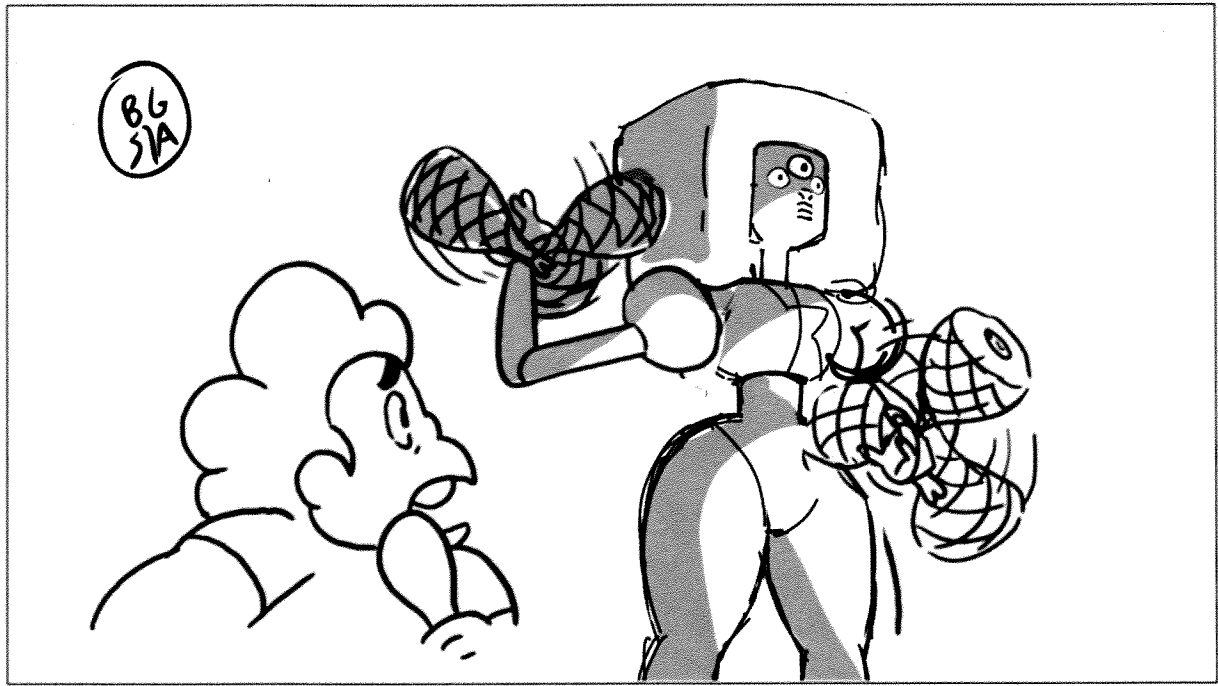


Dialog
GAME: SPICE IT UP!

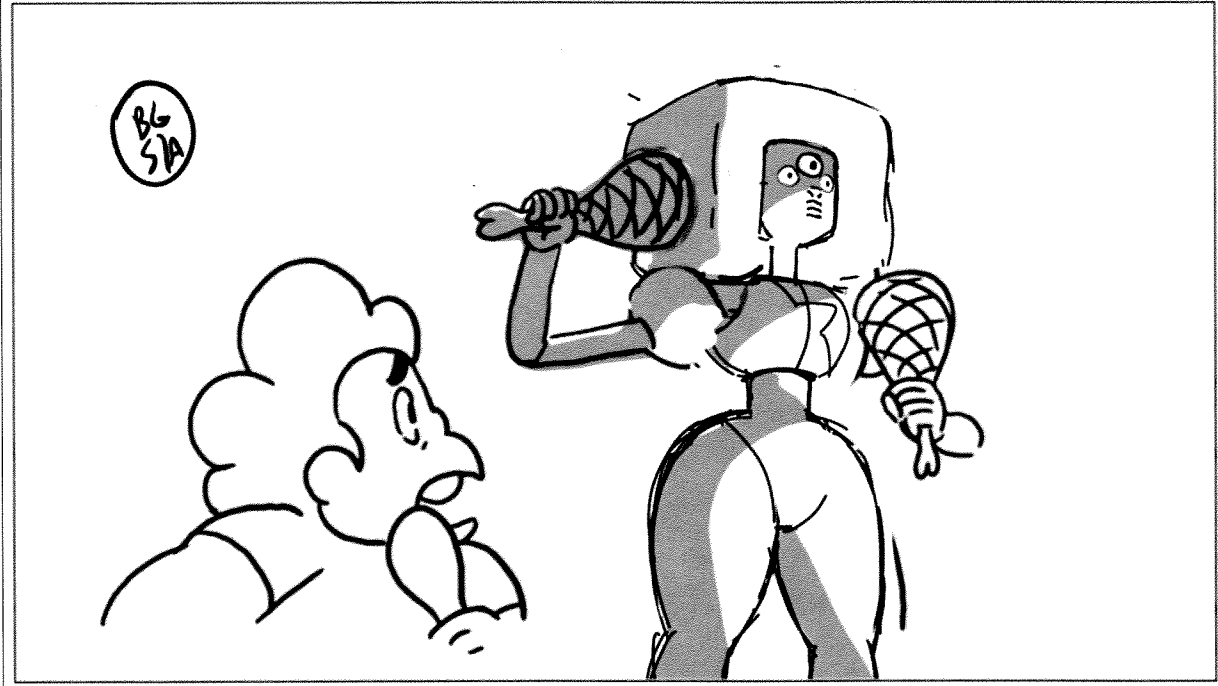
Action Notes
Panels 1 + 2 x 2
JUN 17 2013

Slugging
Panels 1 + 2 x 2 = 0.08

Scene 198 *cont* Panel 11



Scene 198 *cont* Panel 12



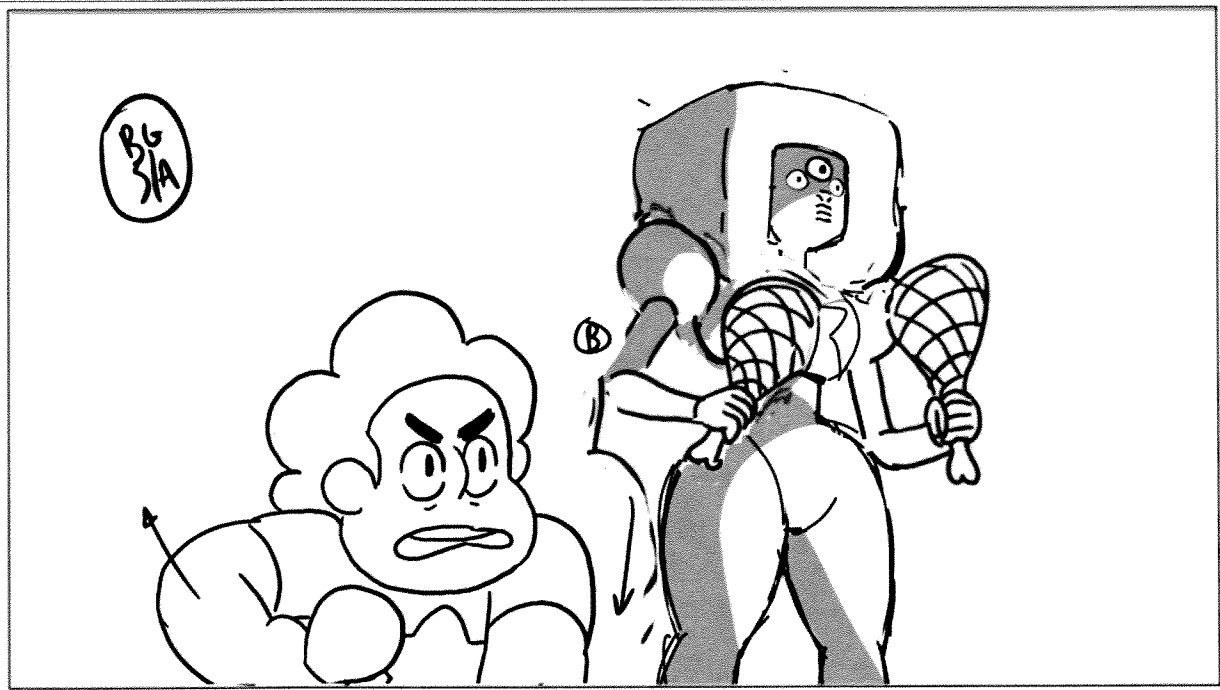
Slugging
1.00

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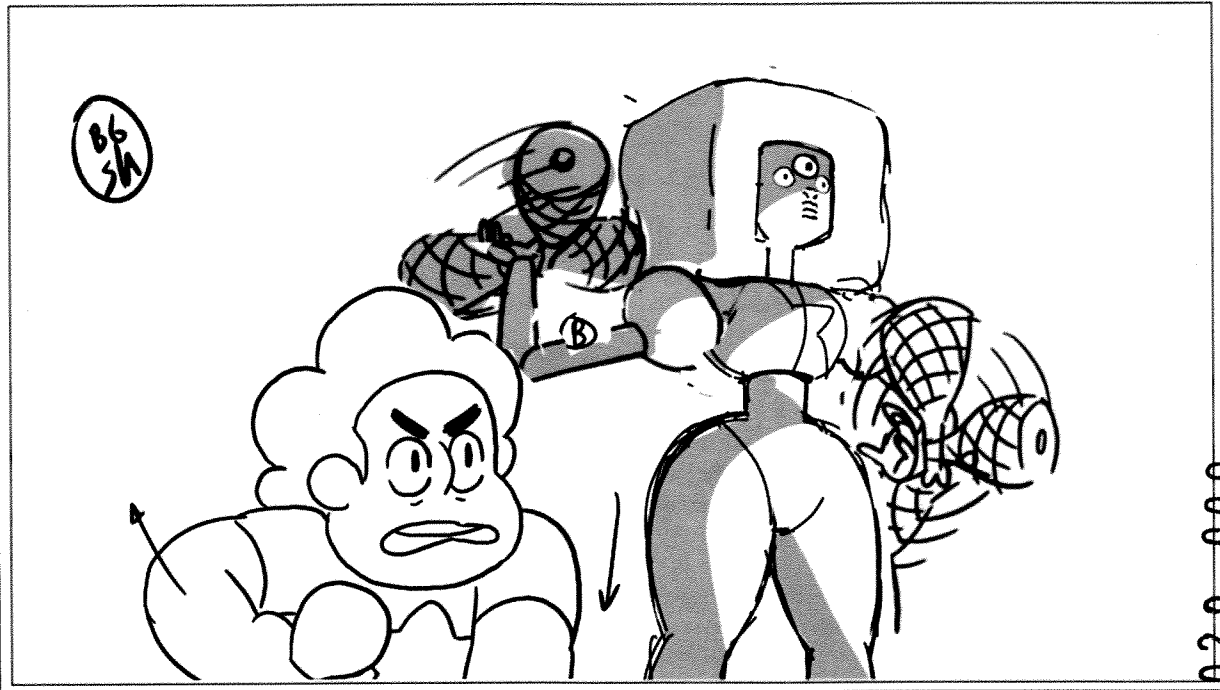
Scene 198 *cont* Panel 13



Dialog
GAME: THRILL IS IN THE GRILL!

Slugging
Panels 4 to 6 = 0.08

Scene 198 *cont* Panel 14

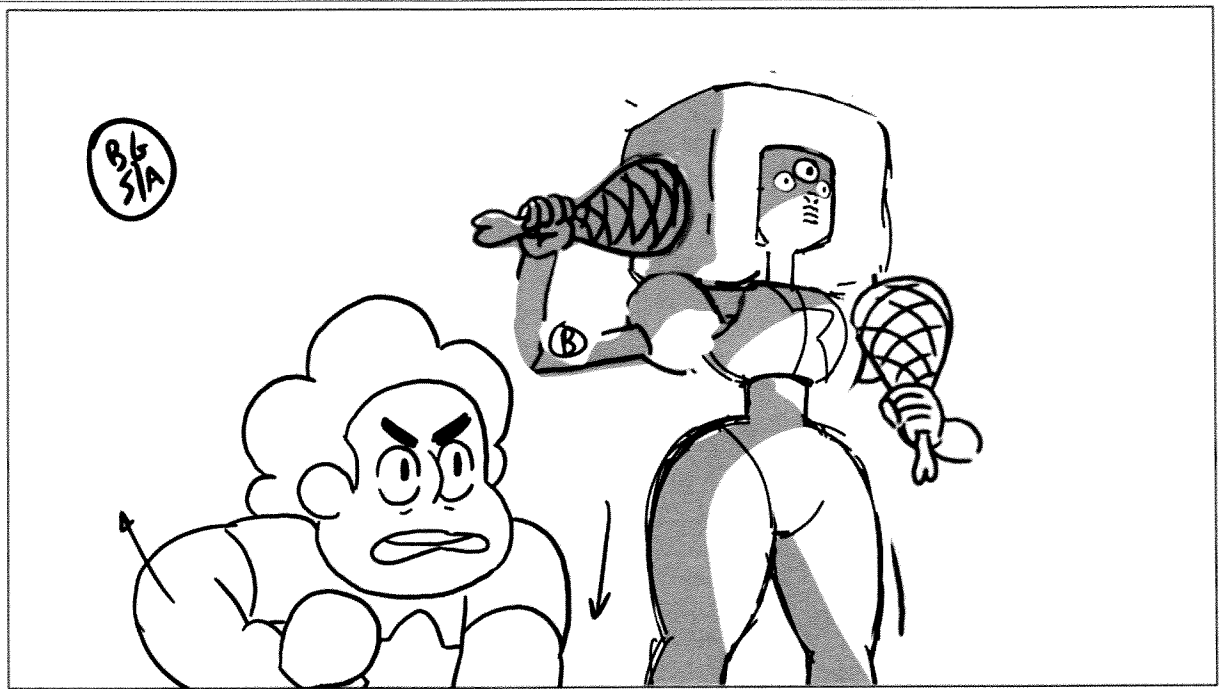


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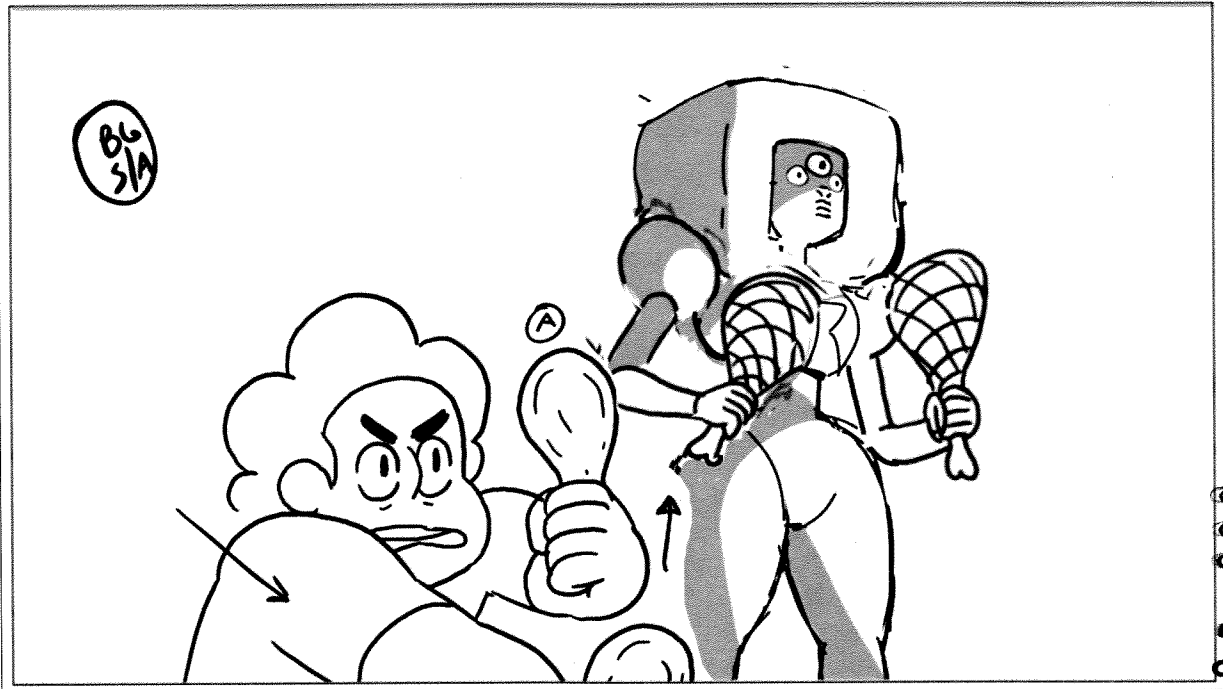
1020-009

1020-009

Scene 198 CONT Panel 15



Scene 198 CONT Panel 16



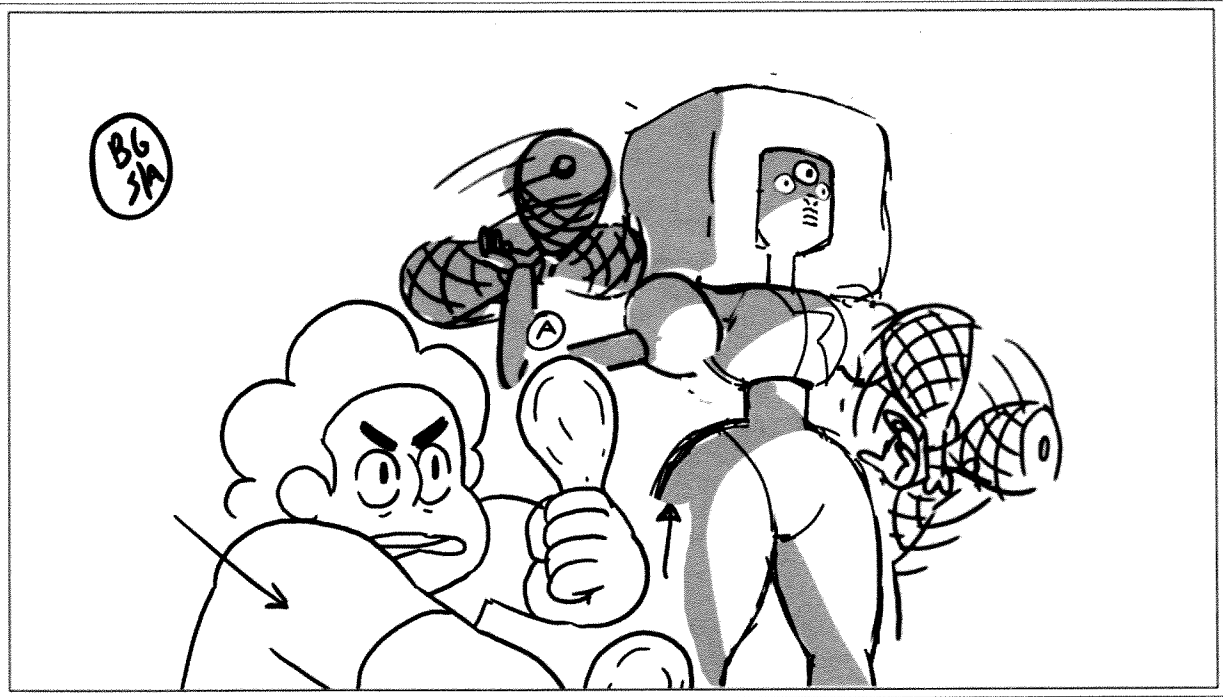
Slugging
Panels 7 to 10 = 0.15

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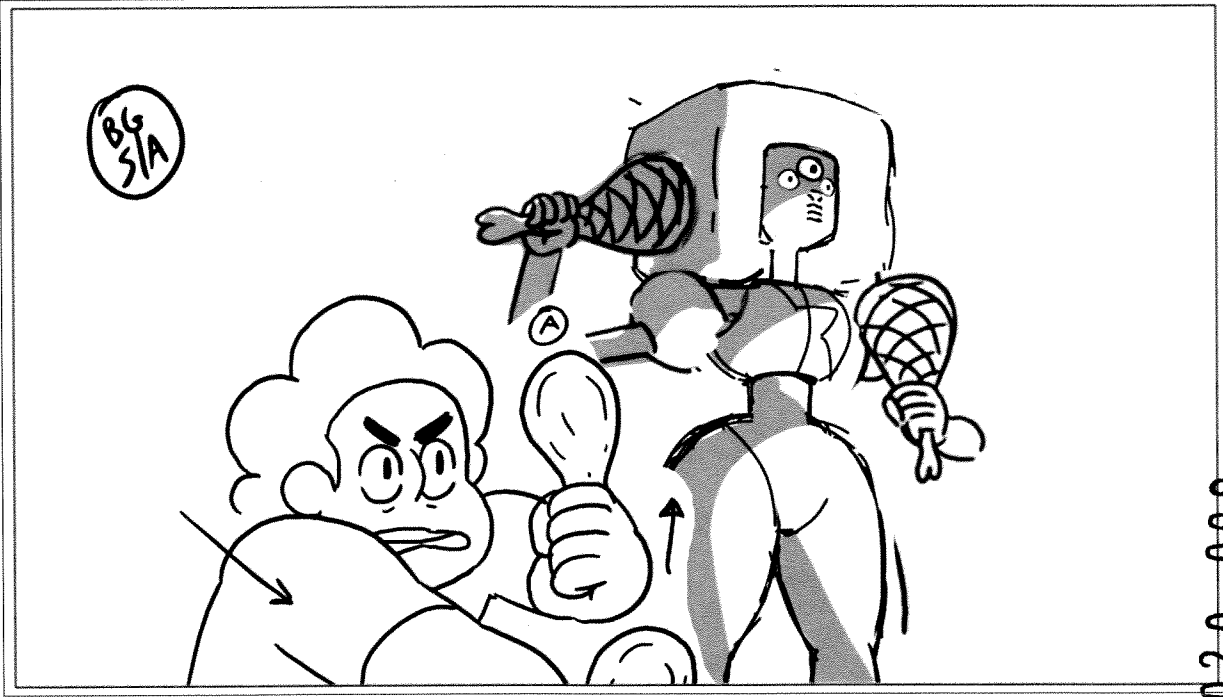
1020-009

1020-009

Scene 198 *cont* Panel 17



Scene 198 *cont* Panel 18



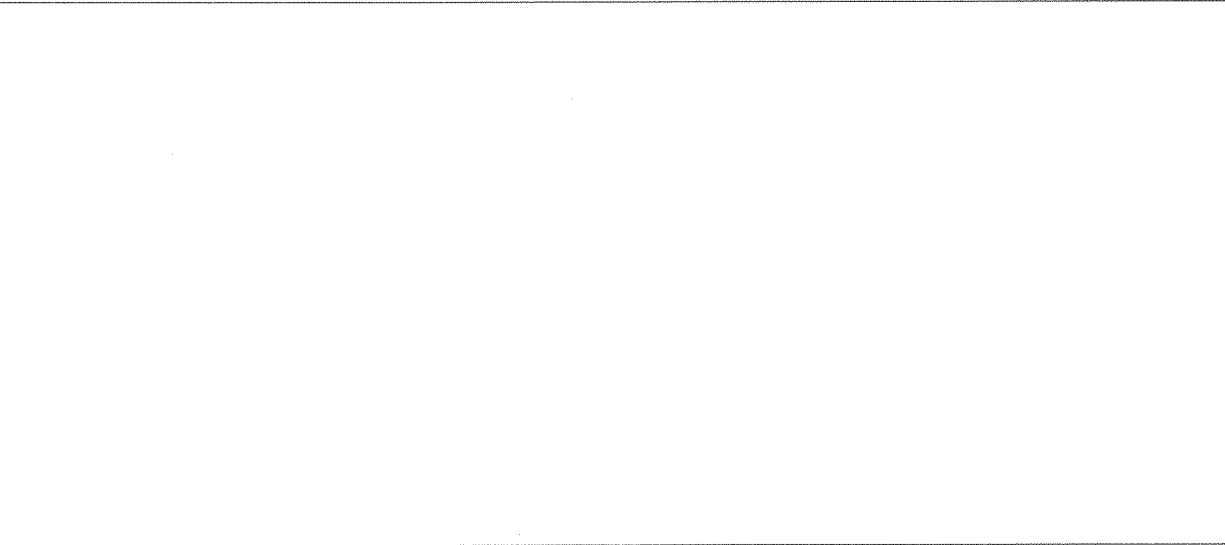
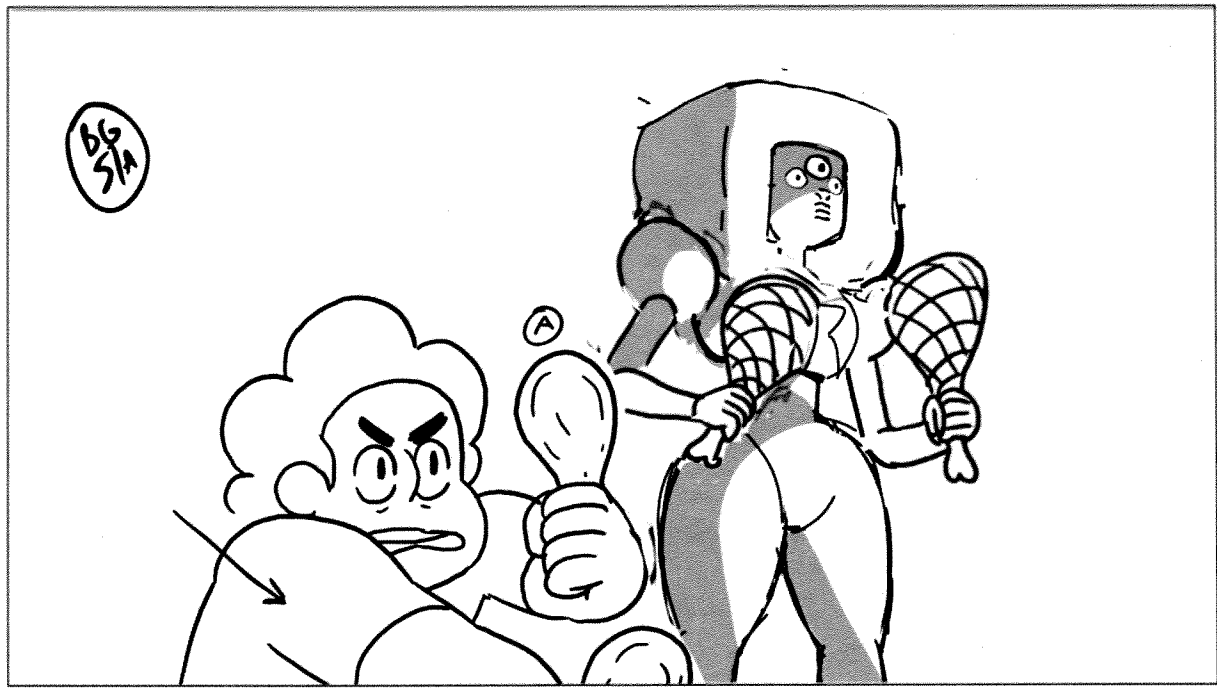
JUN 17 2013

1020-009

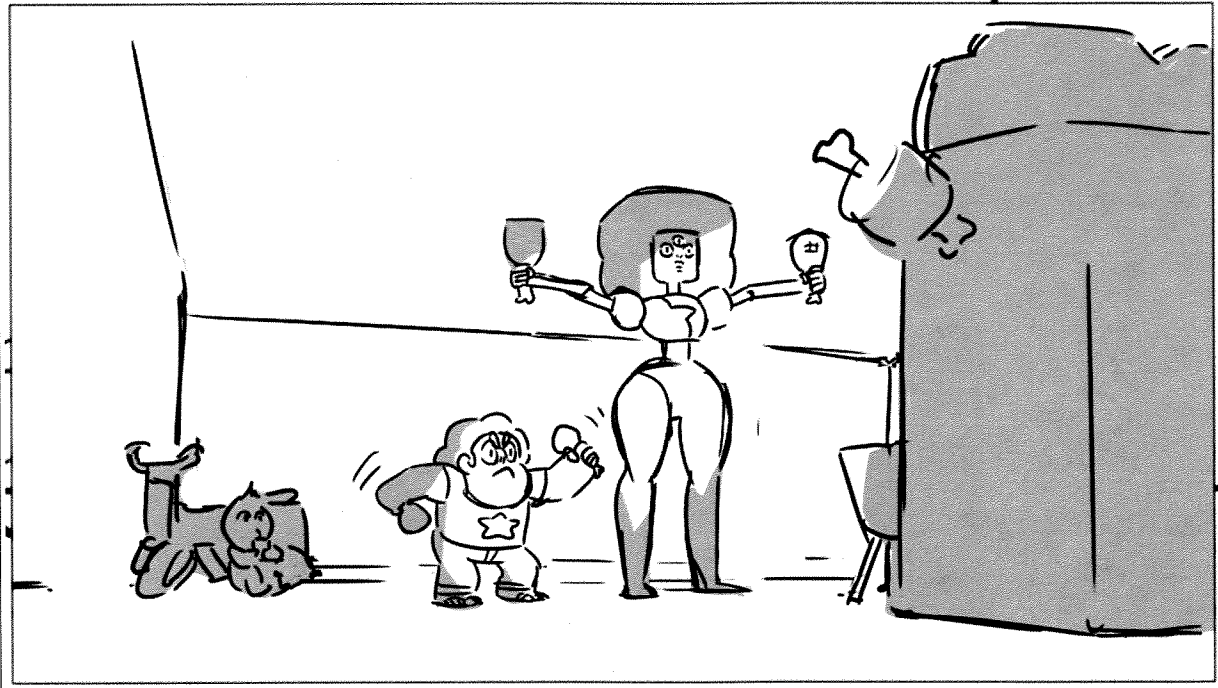
1020-009

NO
SC
199

Scene 198 CONT Panel 19



Scene 200 Panel 1



Slugging
Panels 1 + 2 = 0.11

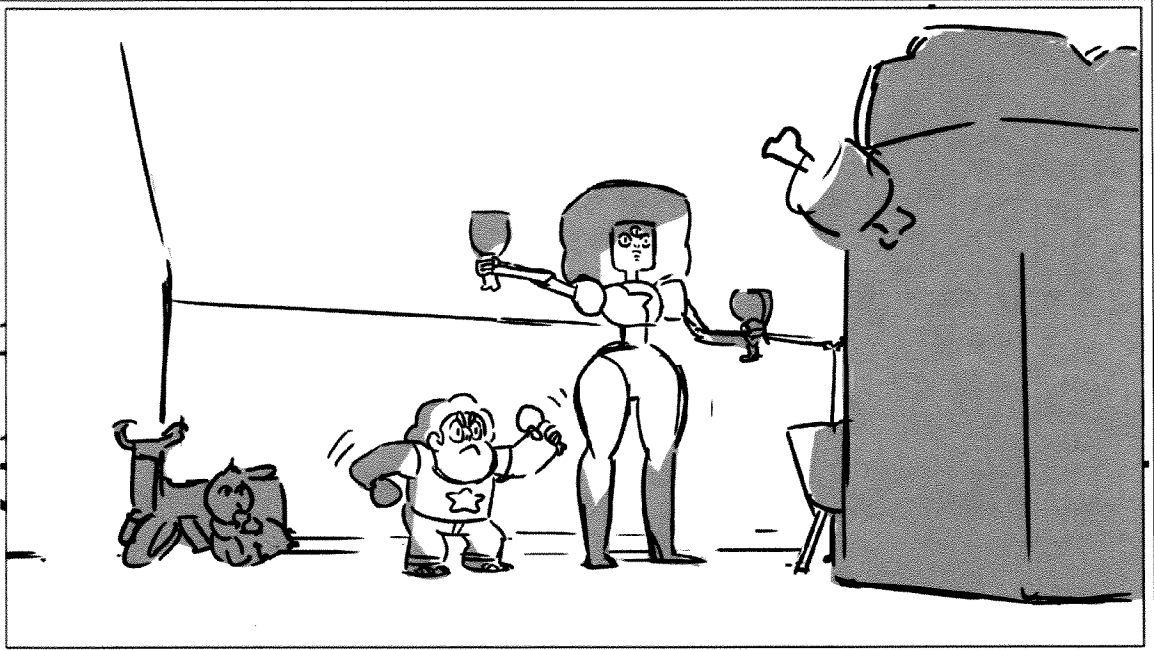
JUN 17 2013

1020-009

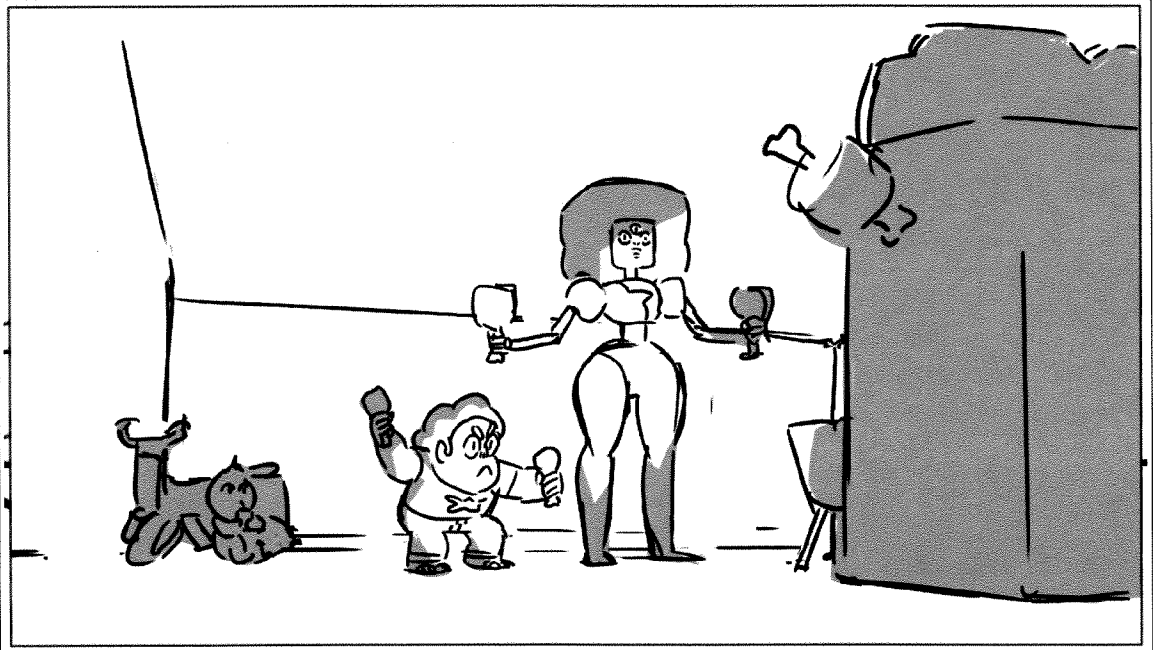
1020-009

1020-009

Scene 200 Panel **CONT** 2



Scene 200 Panel **CONT** 3



Slugging
Panels 3 + 4 = 1.06

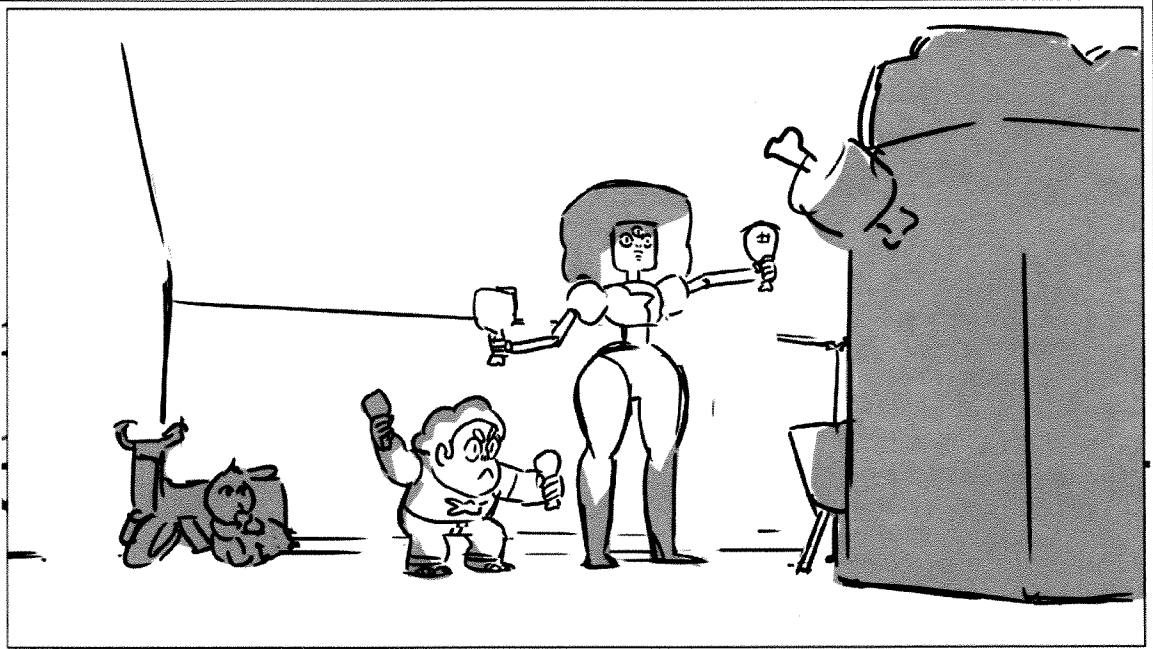
JUN 17 2013

1020.009

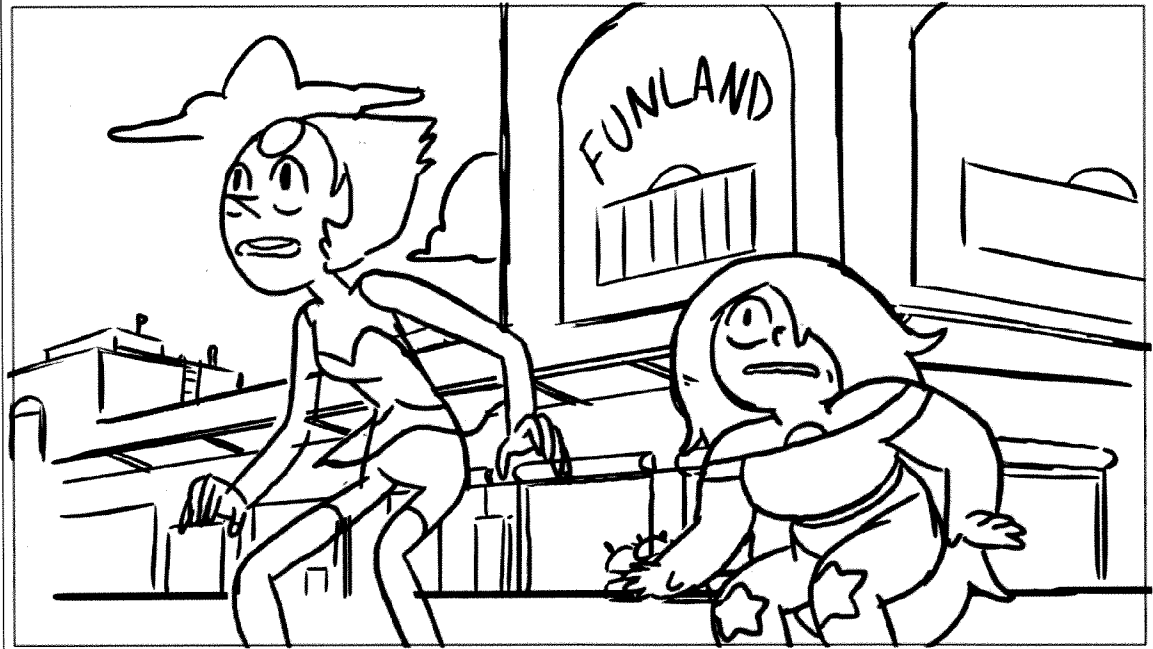
1020.009

1040.009

Scene 200 Panel 4



Scene 201 Panel 1



Slugging
0.08

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1020-009

1020-009

1020-009

Scene 201 Panel 2

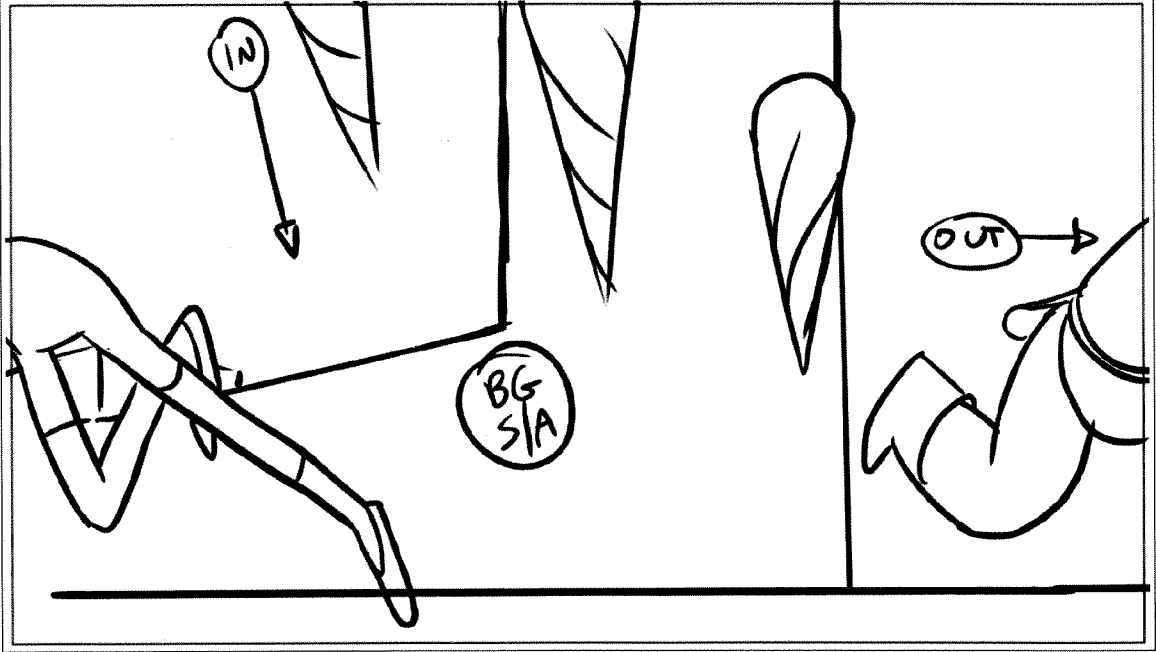


Dialog
PEARL: AHH!

AMETHYTST: AHH!

Slugging
0.07

Scene 201 Panel 3



Slugging
0.13

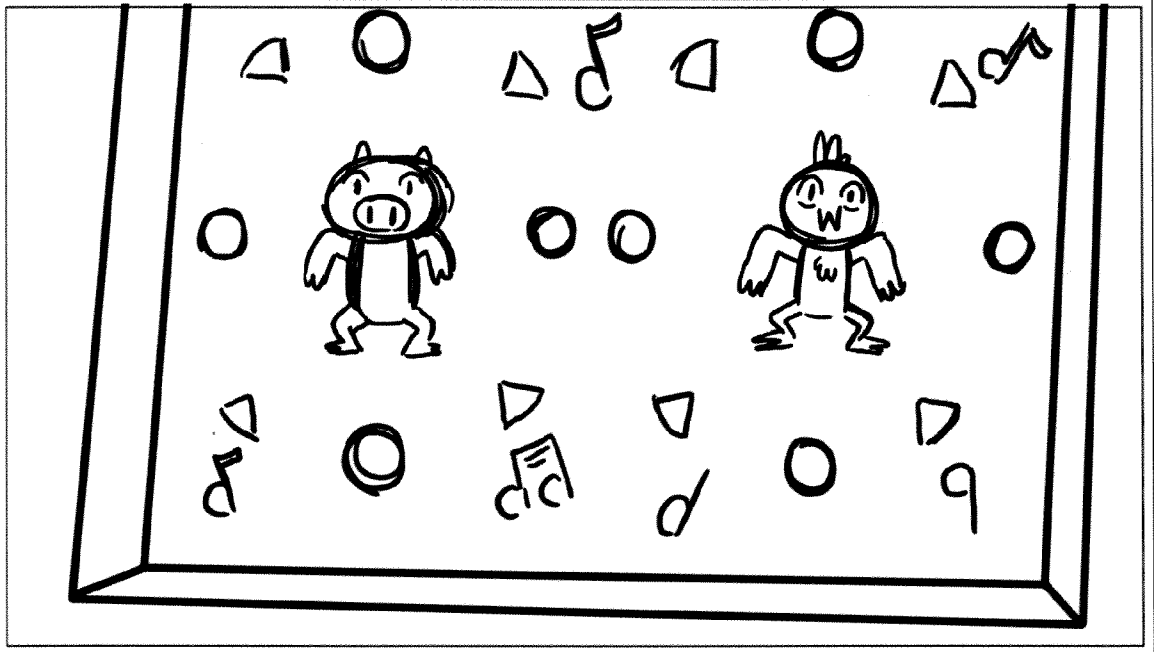
JUN 17 2013

1020-009

1020-009

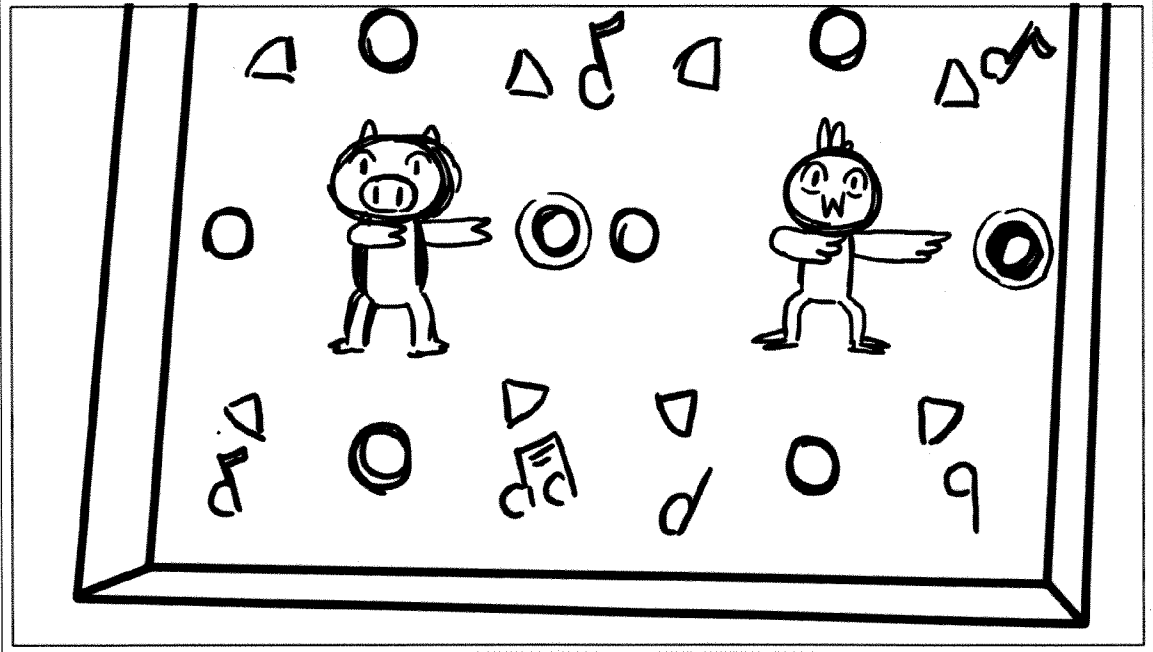
1020-009

Scene 202 **cont** Panel 2



Slugging
0.09

Scene 202 **cont** Panel 3



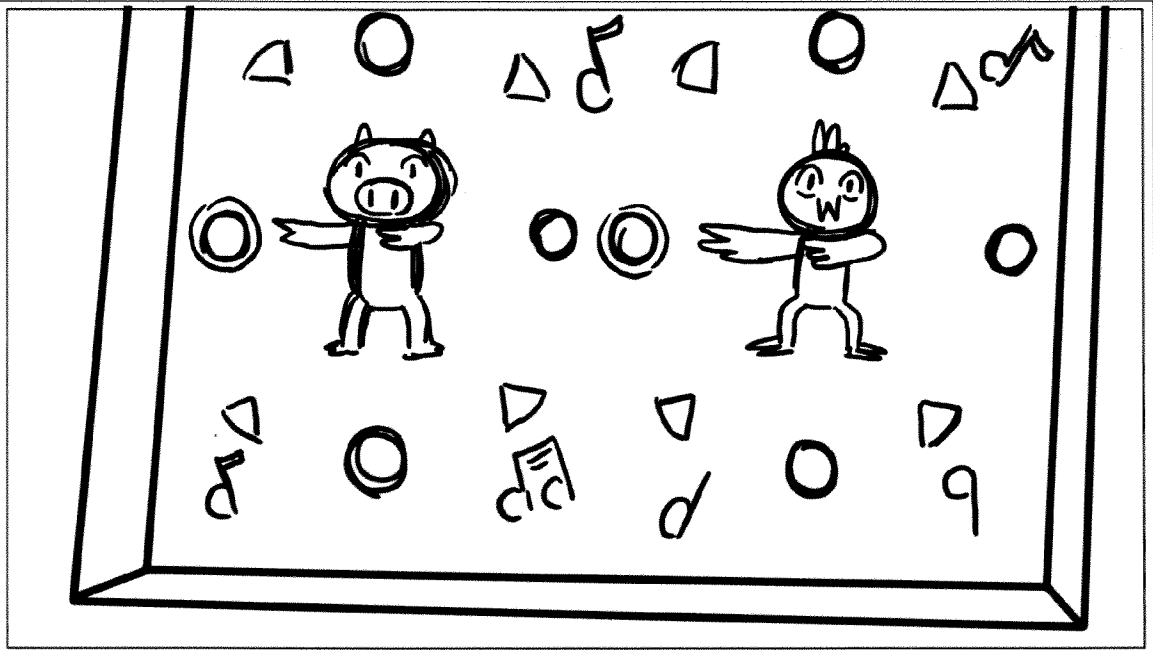
Slugging
0.08

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1020.009

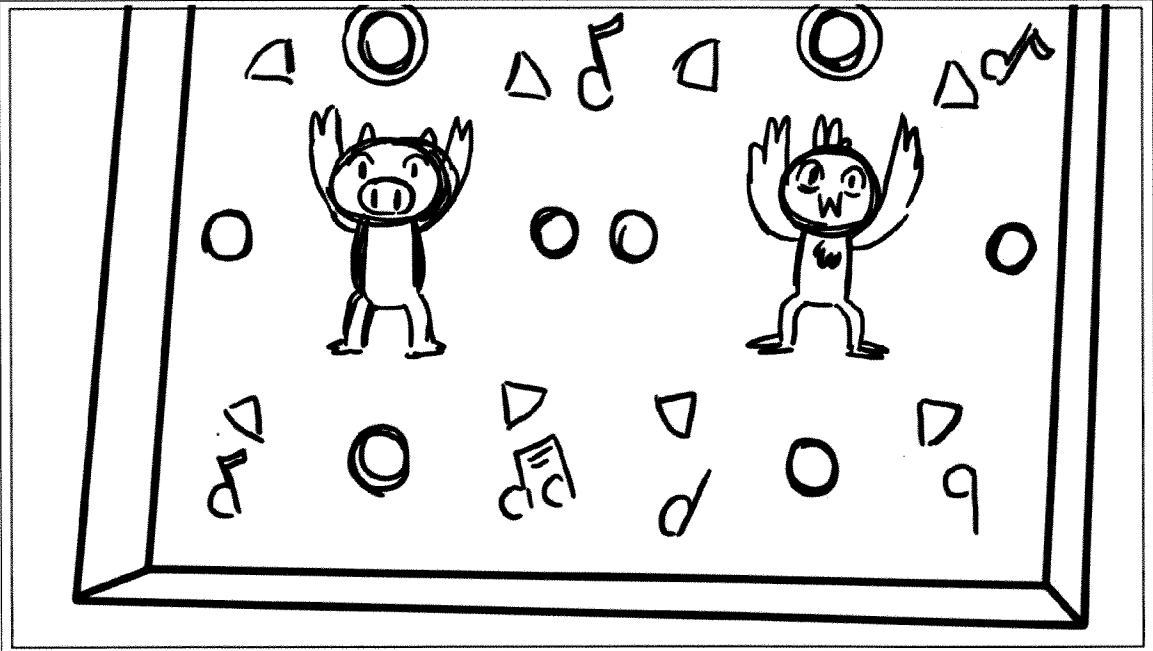
1020.009

Scene	Panel
202	cont
	4



Slugging
0.10

Scene	Panel
202	cont
	5



Slugging
0.08

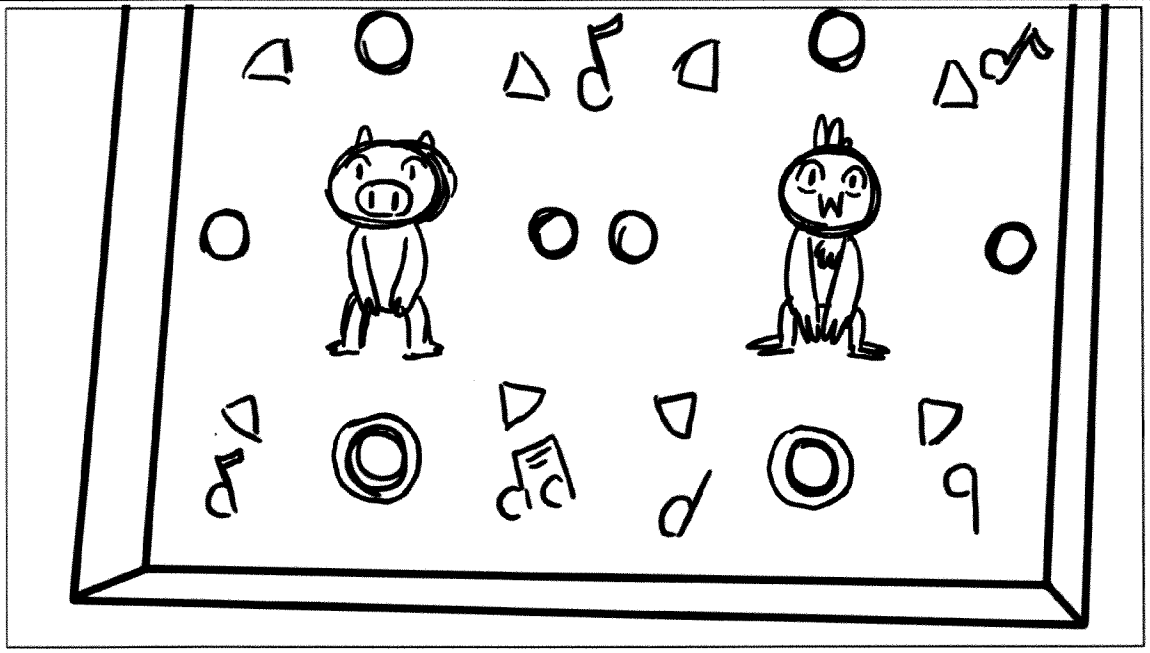
JUN 17 2013

1020-009

1020-009

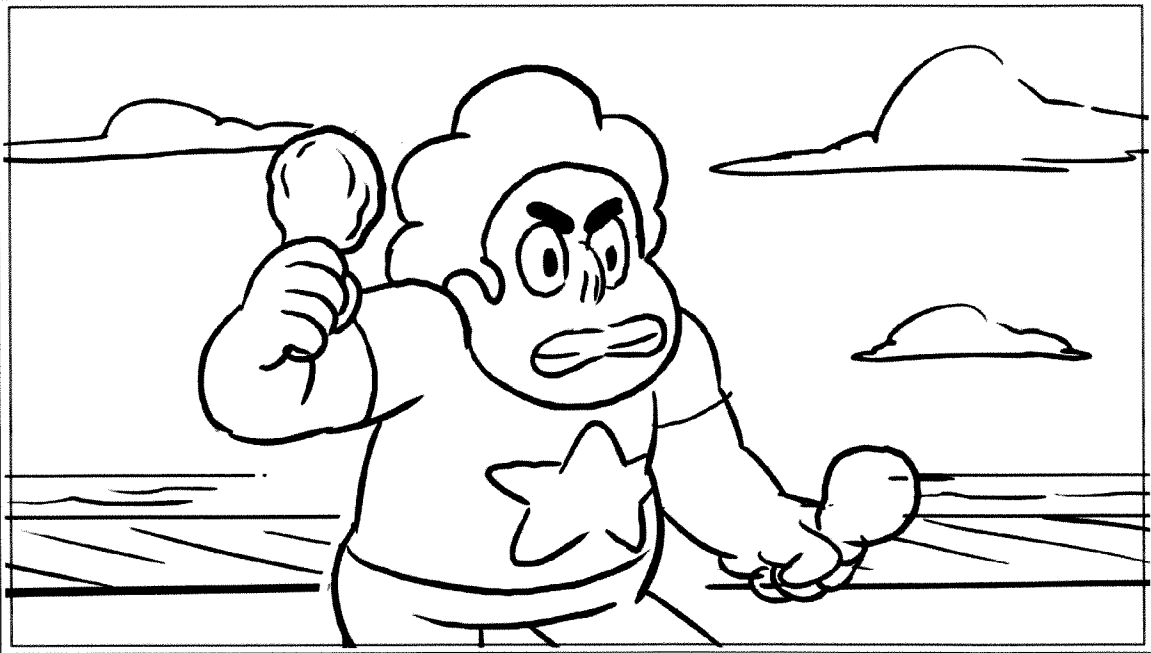
1020-009

Scene	Panel
202	<i>cont</i> 6



Slugging
0.13

Scene	Panel
203	1



Slugging
Panels 1 to 8 = 2.03

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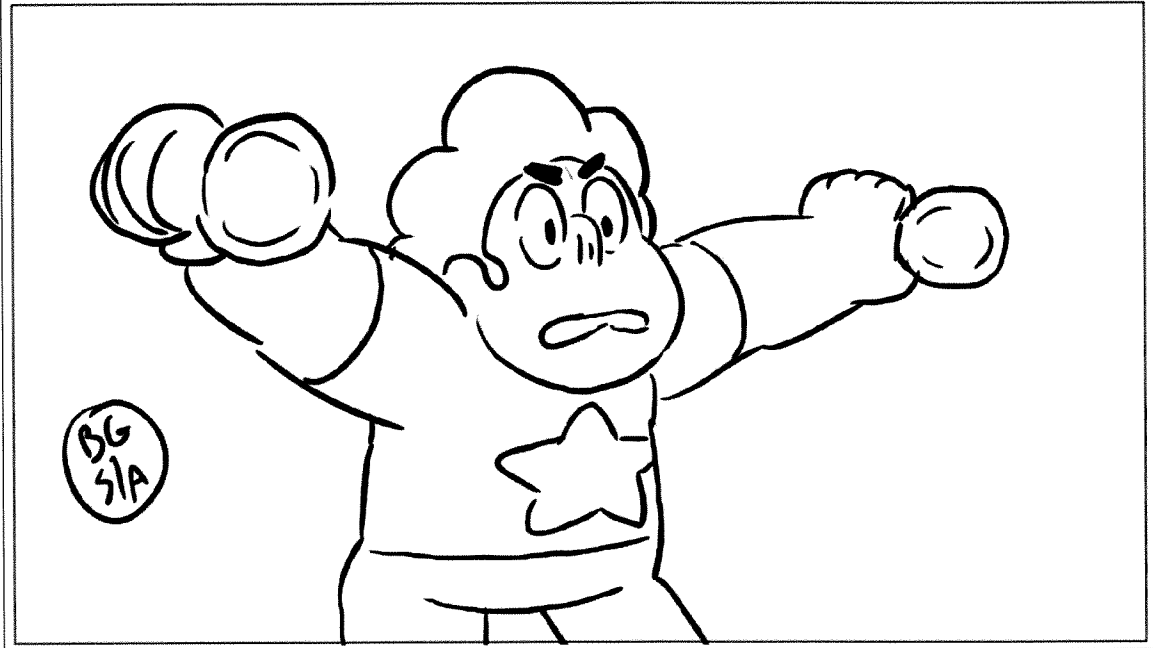
1020-009

1020-009

Scene 203 Panel 2
cont

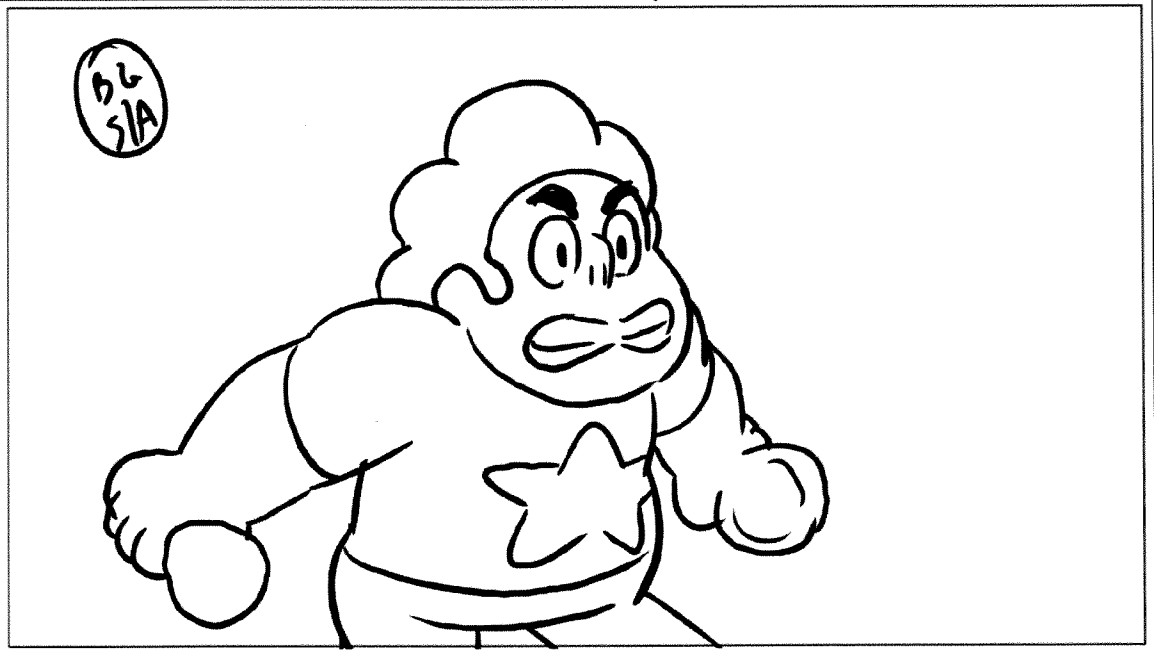


Scene 203 Panel 3
cont

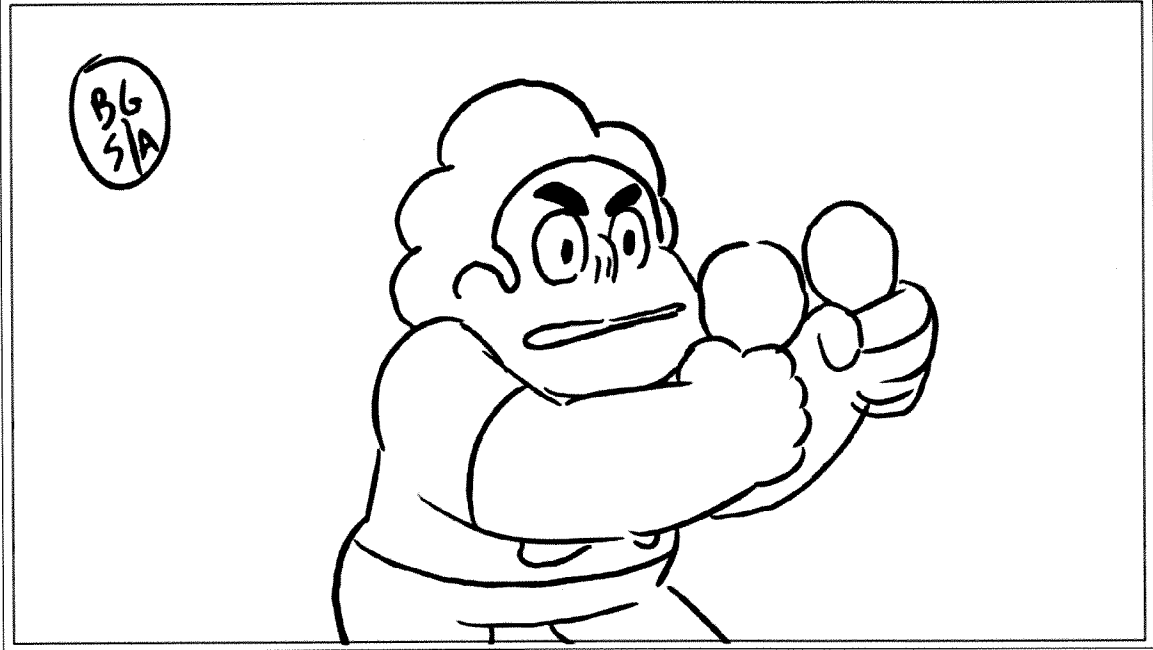


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Scene	Panel
203	cont
	4



Scene	Panel
203	cont
	5

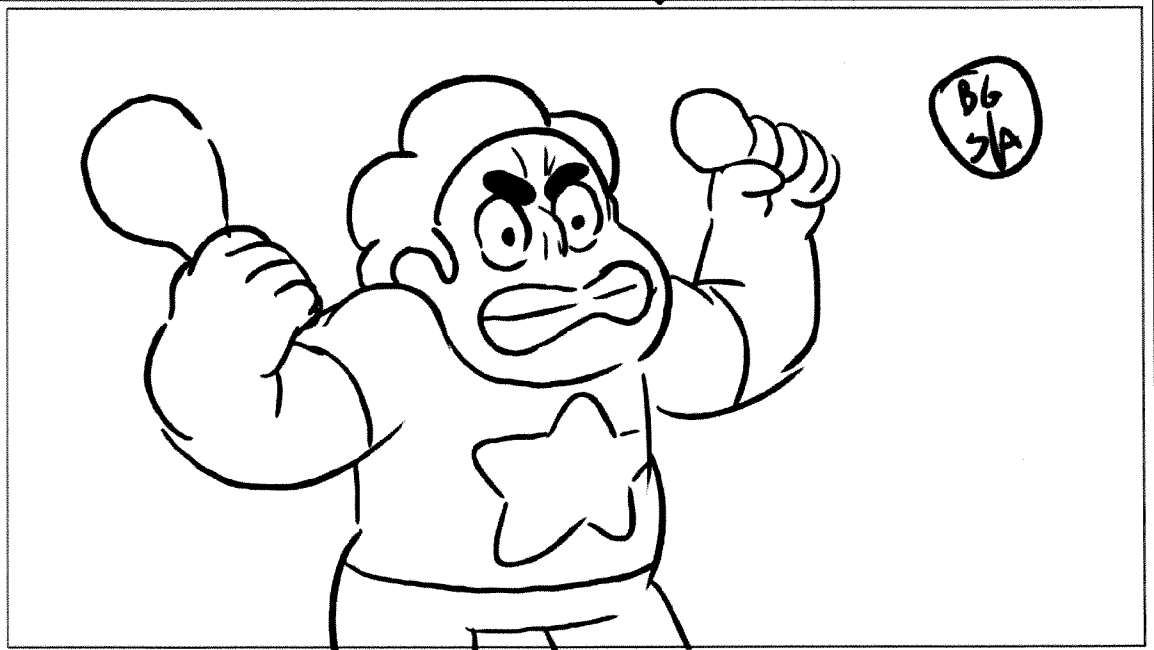


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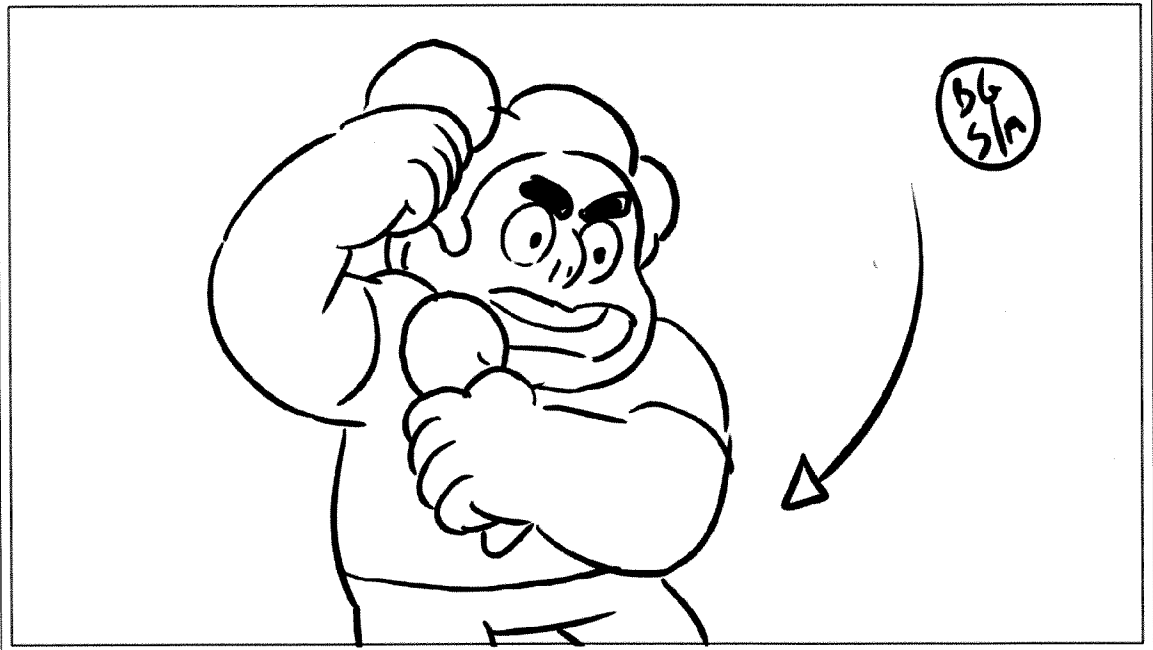
1020-009

1020-009

Scene 203 Panel 6
CONT



Scene 203 Panel 7
CONT



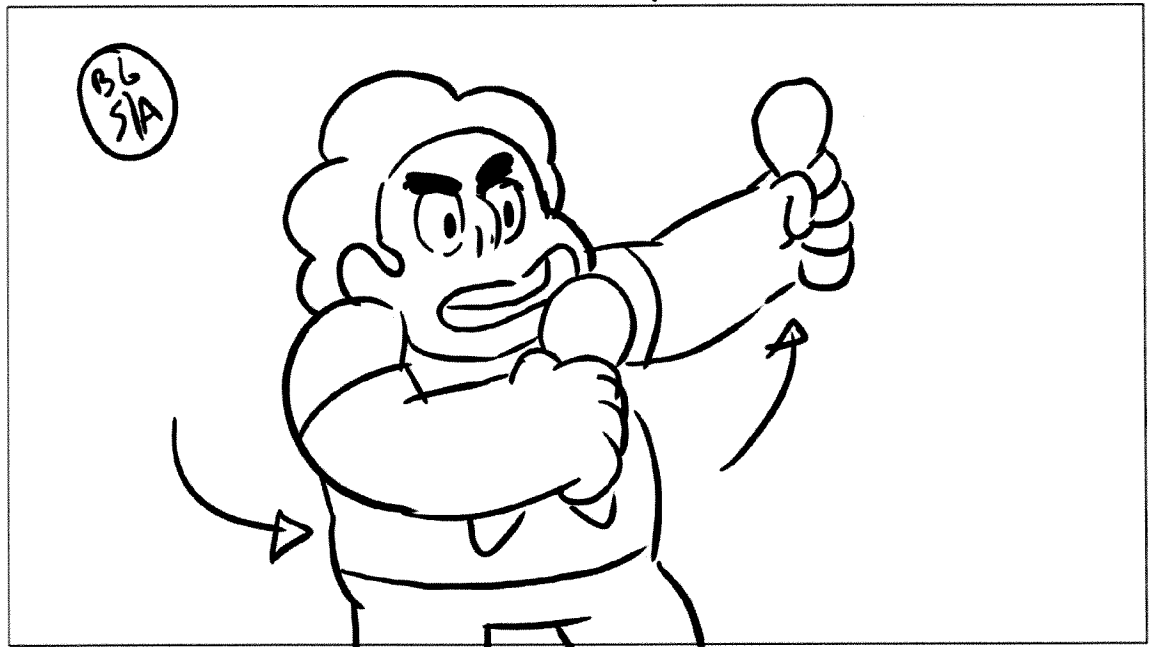
JUN 17 2013

1020-009

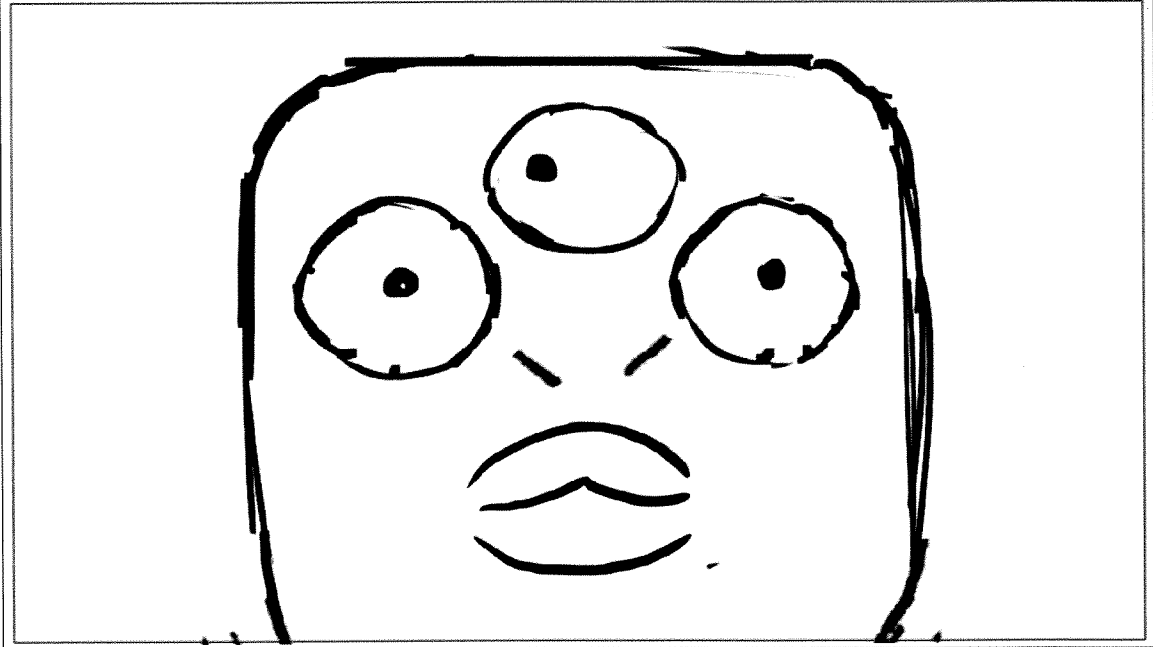
1020-009

1020-009

Scene	Panel
203	8



Scene	Panel
204	1



Slugging
Panels 1 to 5 = 1.12

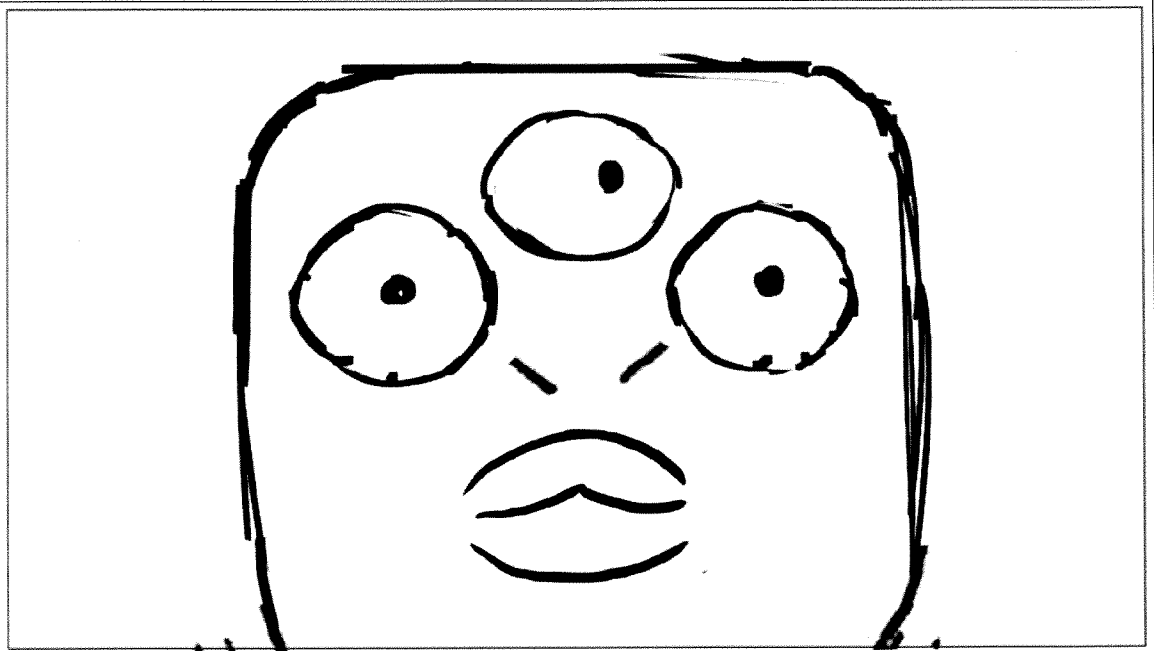
JUN 17 2013

1020-009

1020-009

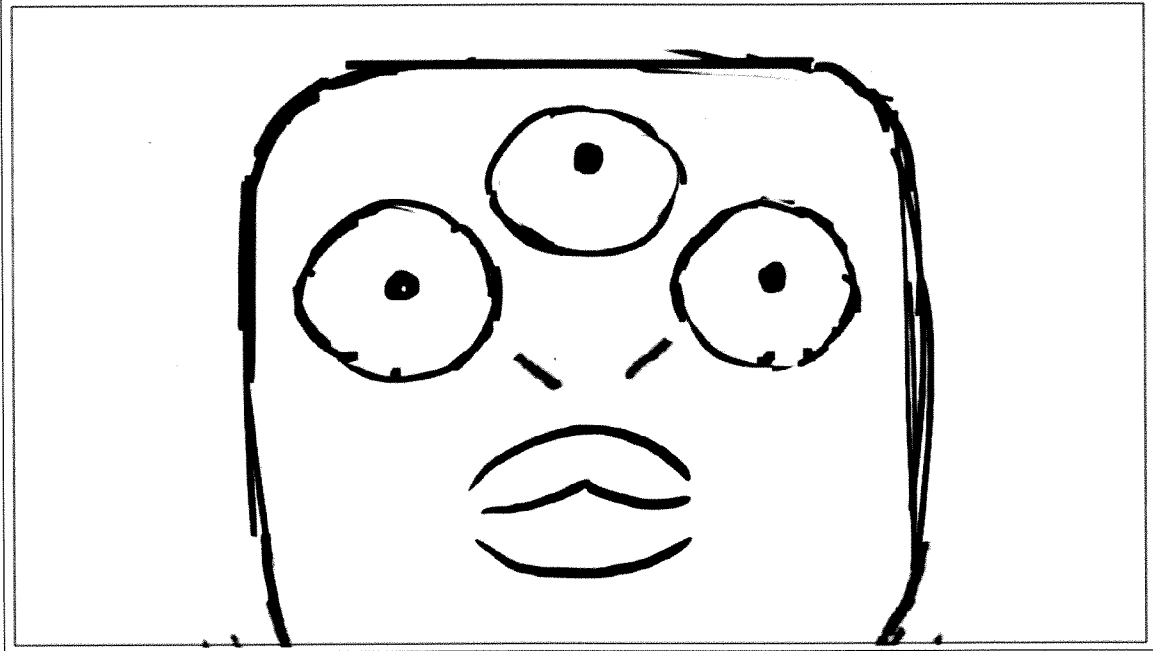
Scene	Panel
204	2

CONT



Scene	Panel
204	3

CONT



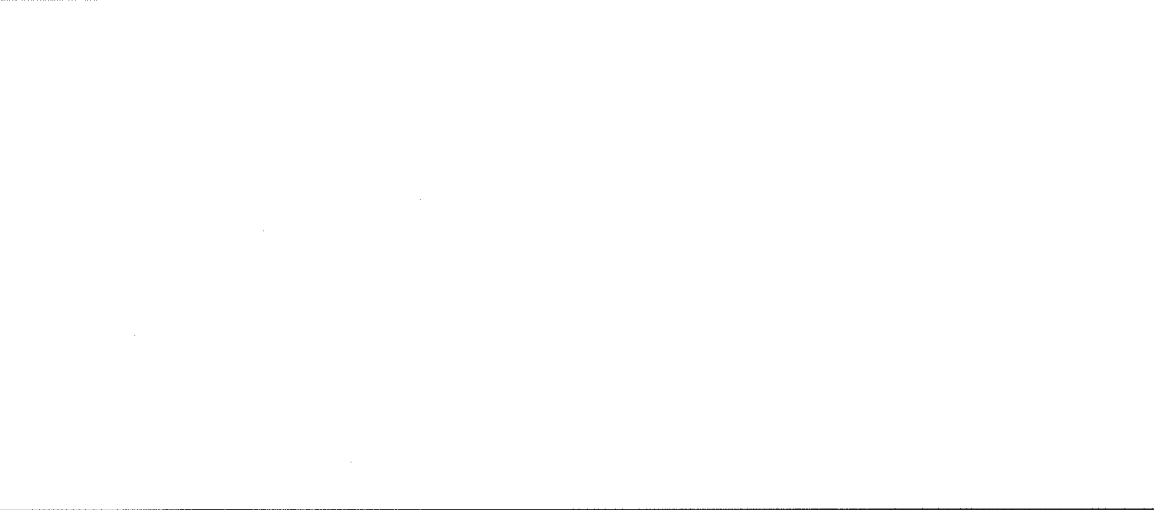
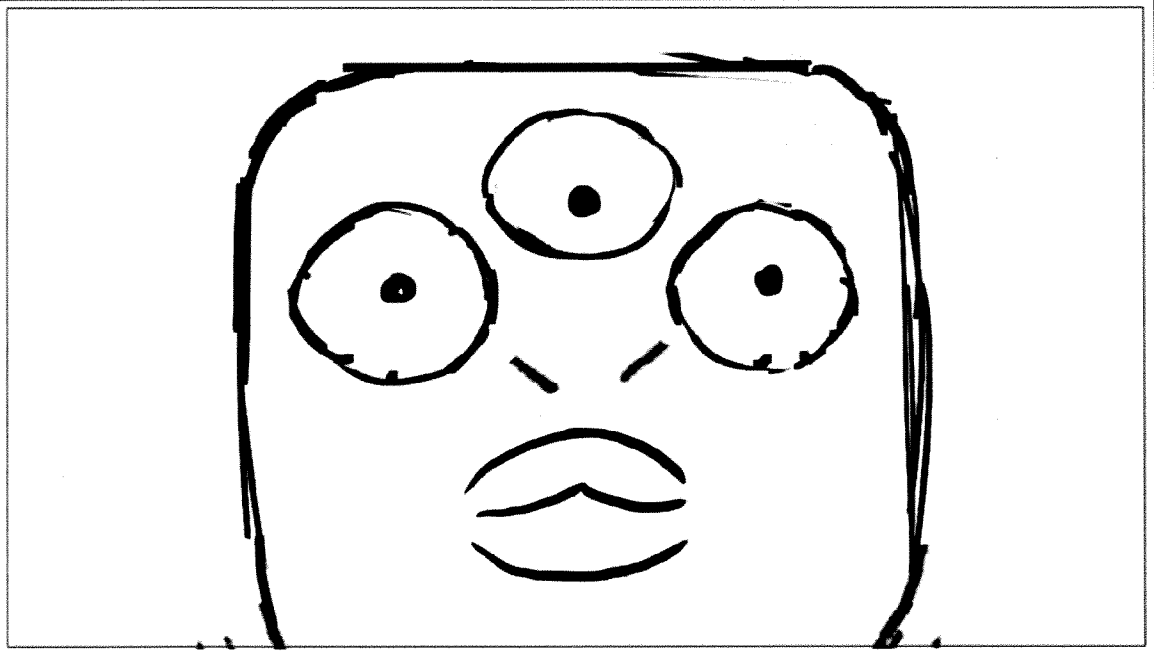
JUN 17 2013

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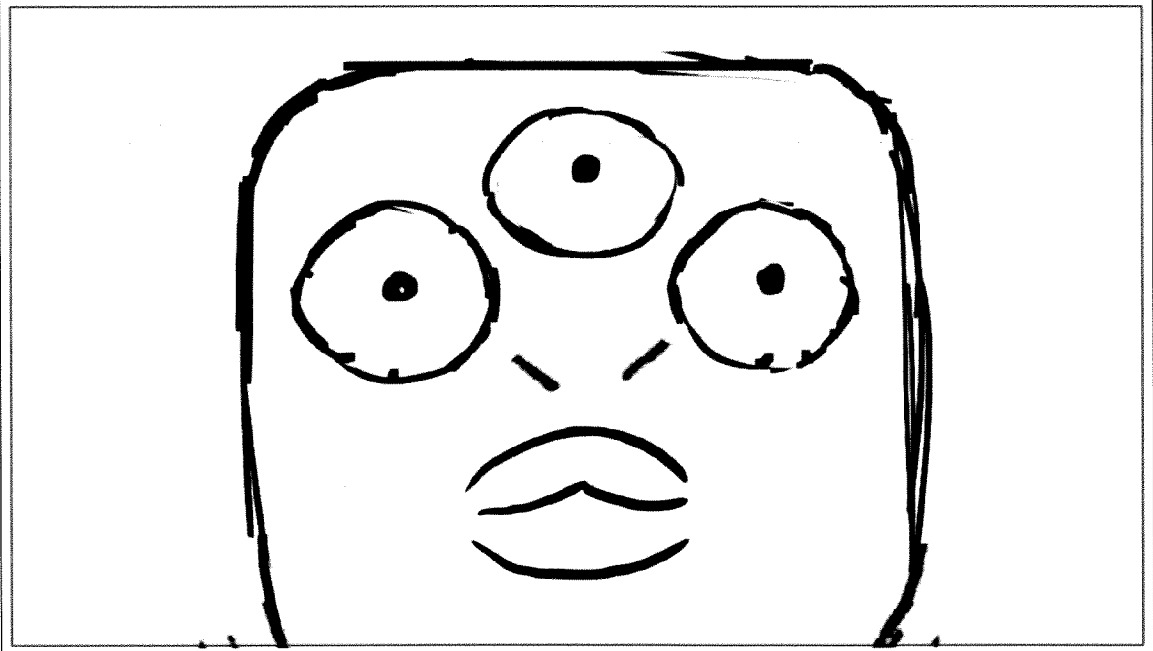
1020.009

1020.009

Scene 204 Panel 4



Scene 204 Panel 5



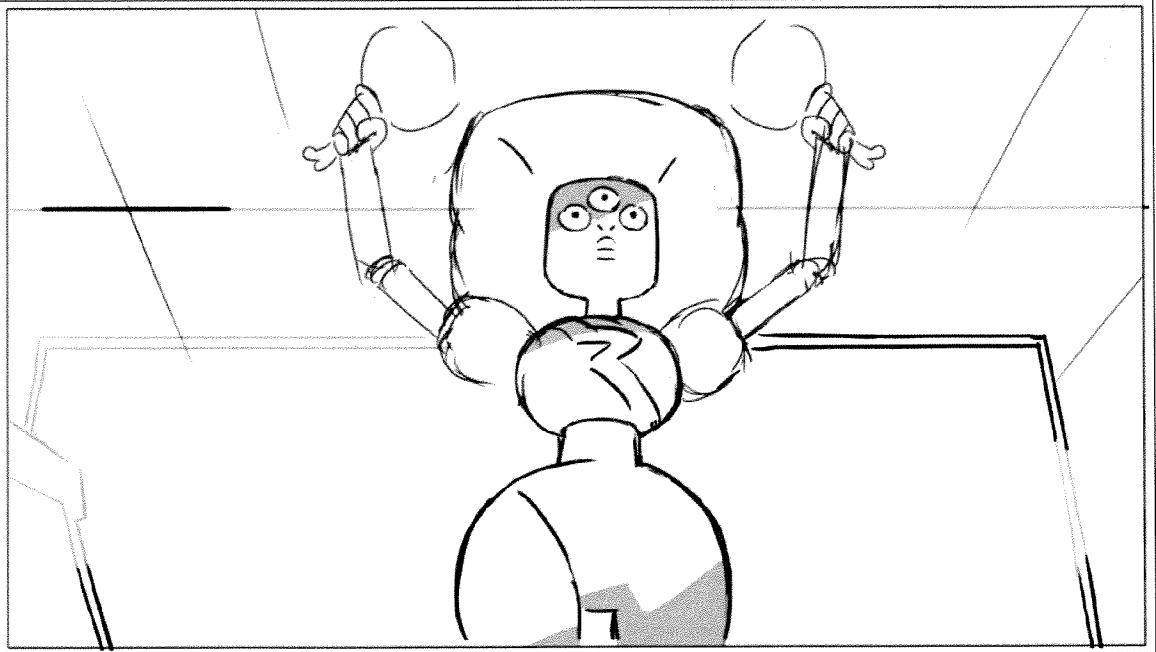
JUN 17 2013

1020-009

1020-009

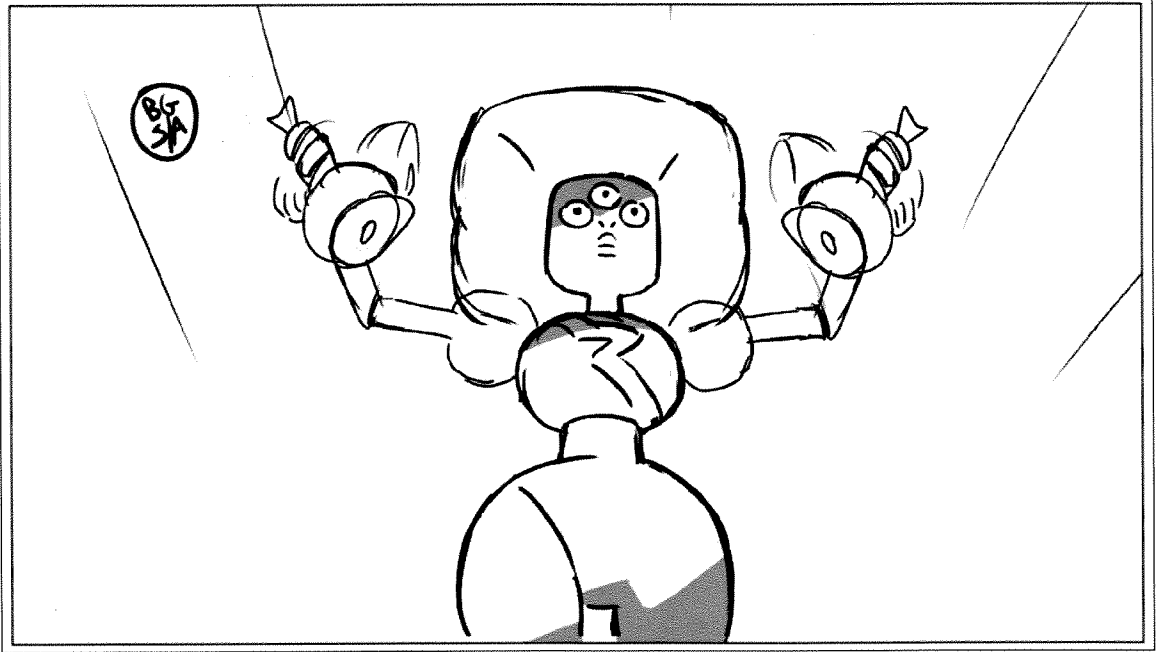
1020-009

Scene	Panel
205	1



Slugging
Panels 1 to 25 = 3.15
0.04

Scene	Panel
205	2



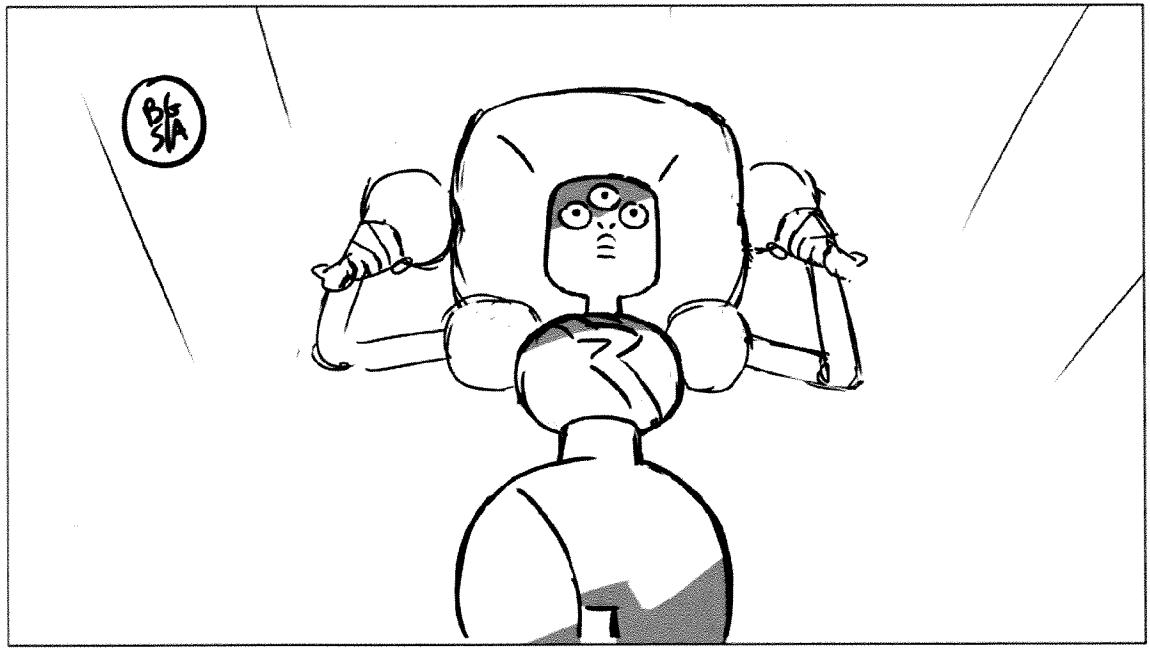
Slugging
0.01

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1020.009

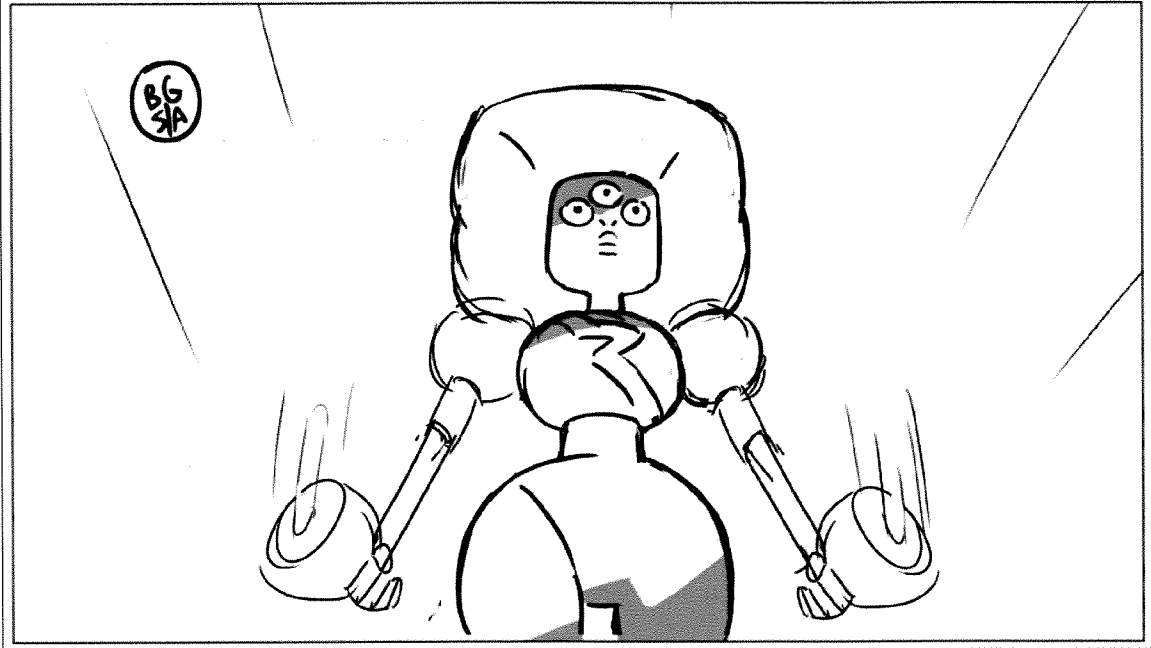
1020.009

Scene 205 Panel **CONT** 3



Slugging
0.04

Scene 205 Panel **CONT** 4



Slugging
0.02

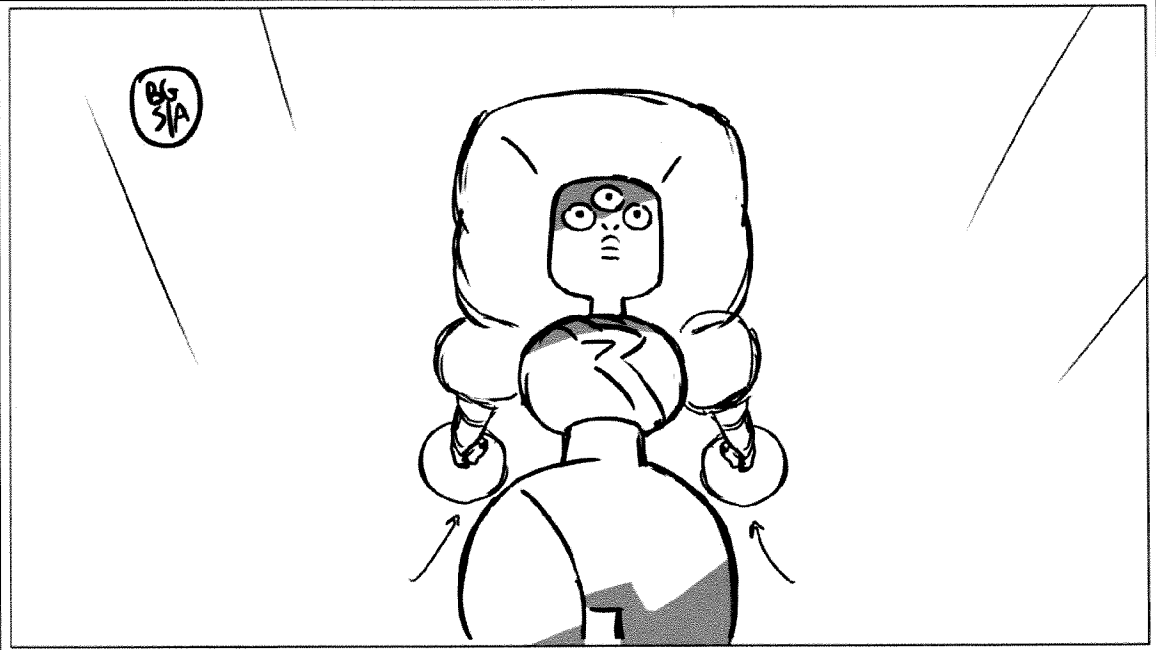
JUN 17 2013

1020-009

600-0701

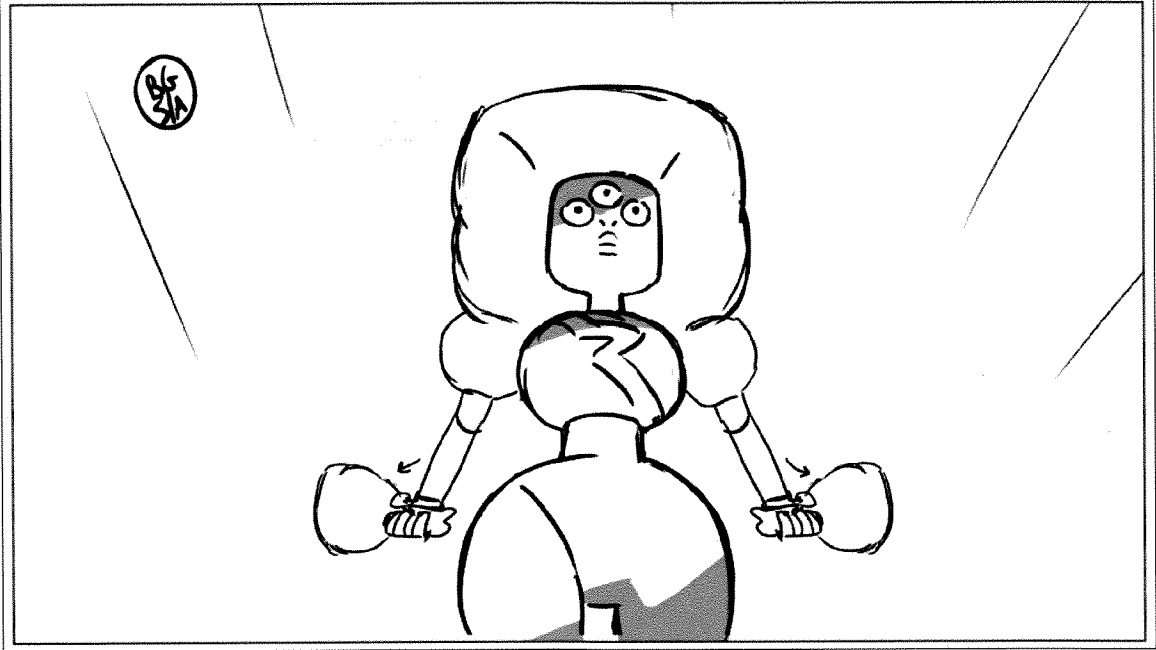
1020-009

Scene 205 Panel *cont* 5



Slugging
0.02

Scene 205 Panel *cont* 6



Slugging
0.02

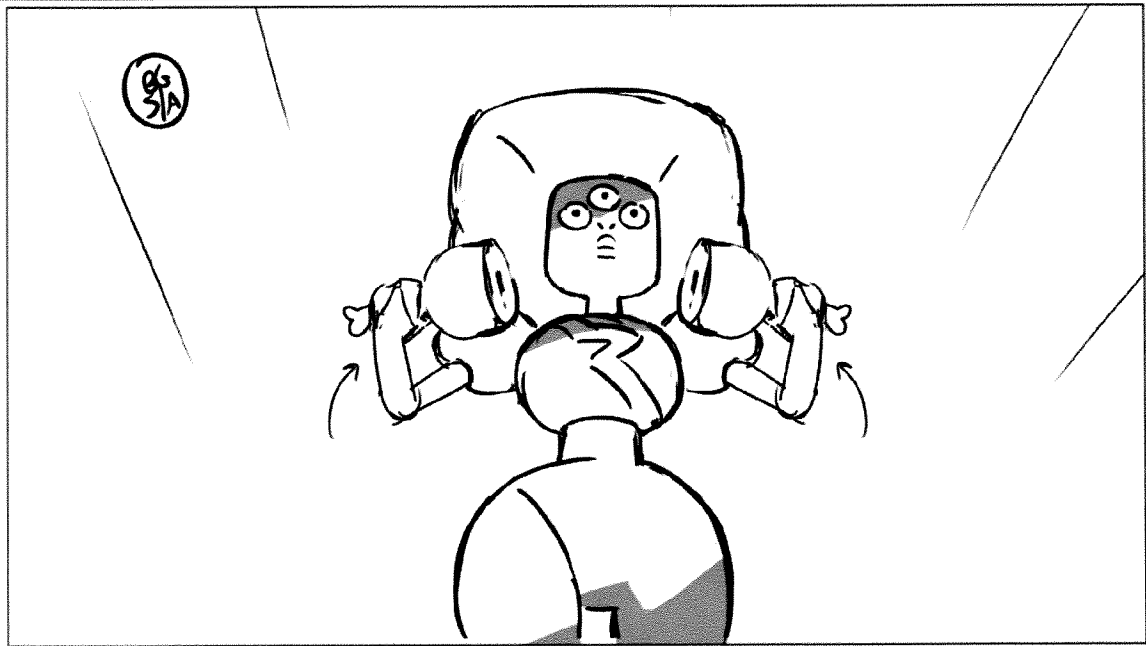
JUN 17 2015

1020.009

1020.009

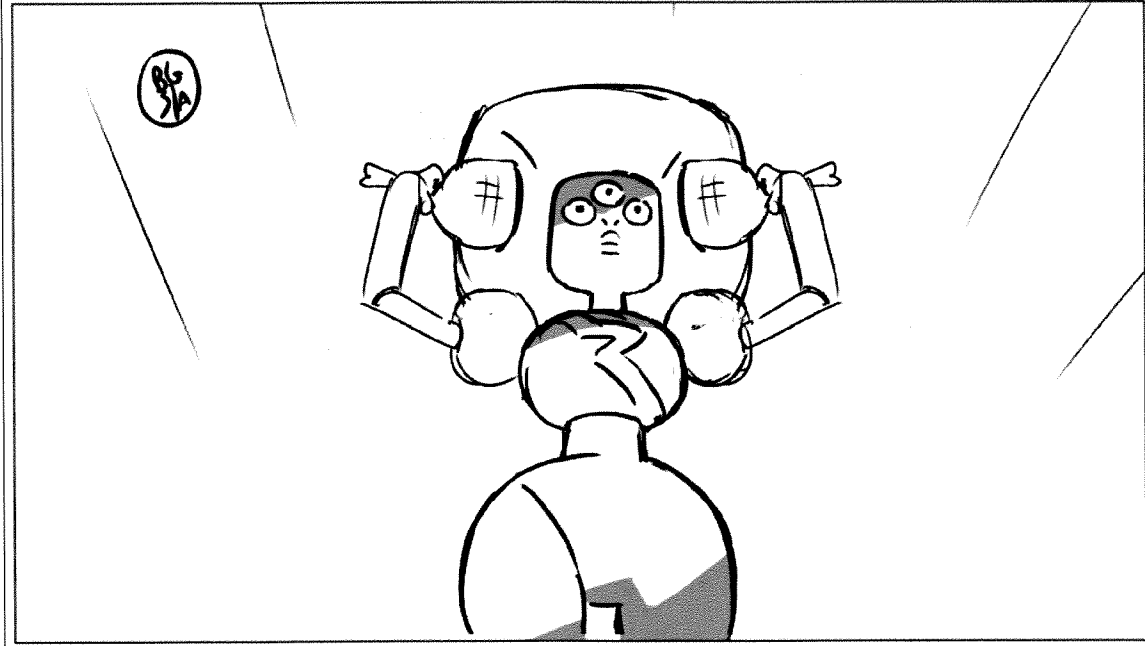
1020.009

Scene 205 Panel 7
cont



Slugging
0.02

Scene 205 Panel 8
cont



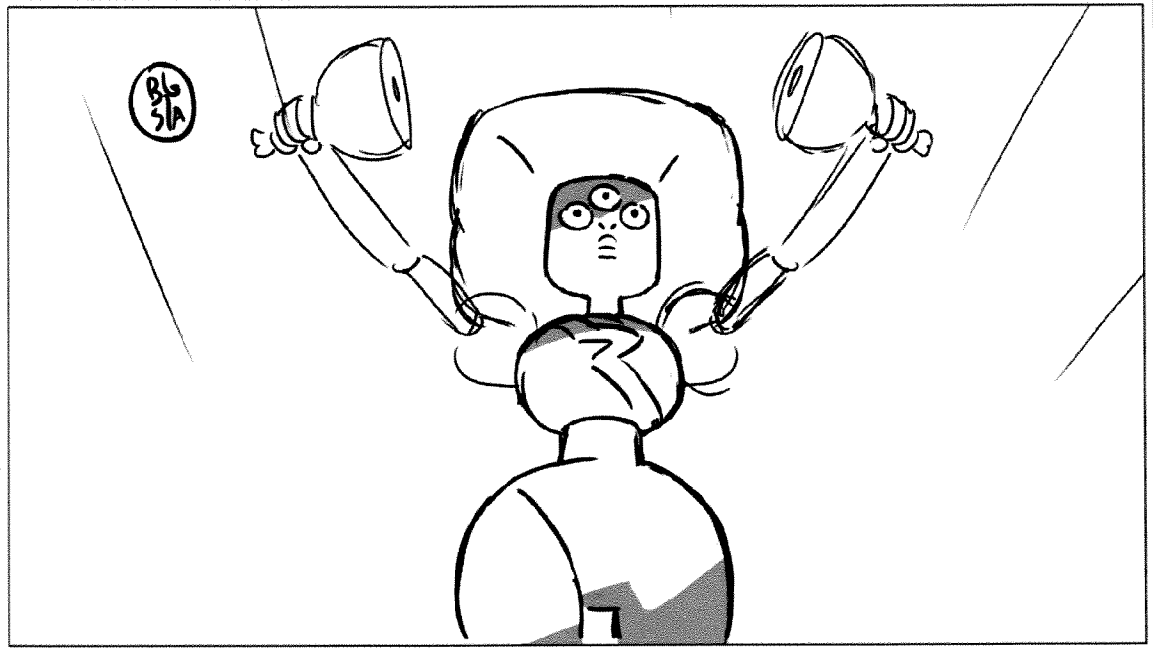
Slugging
0.02

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1020-009

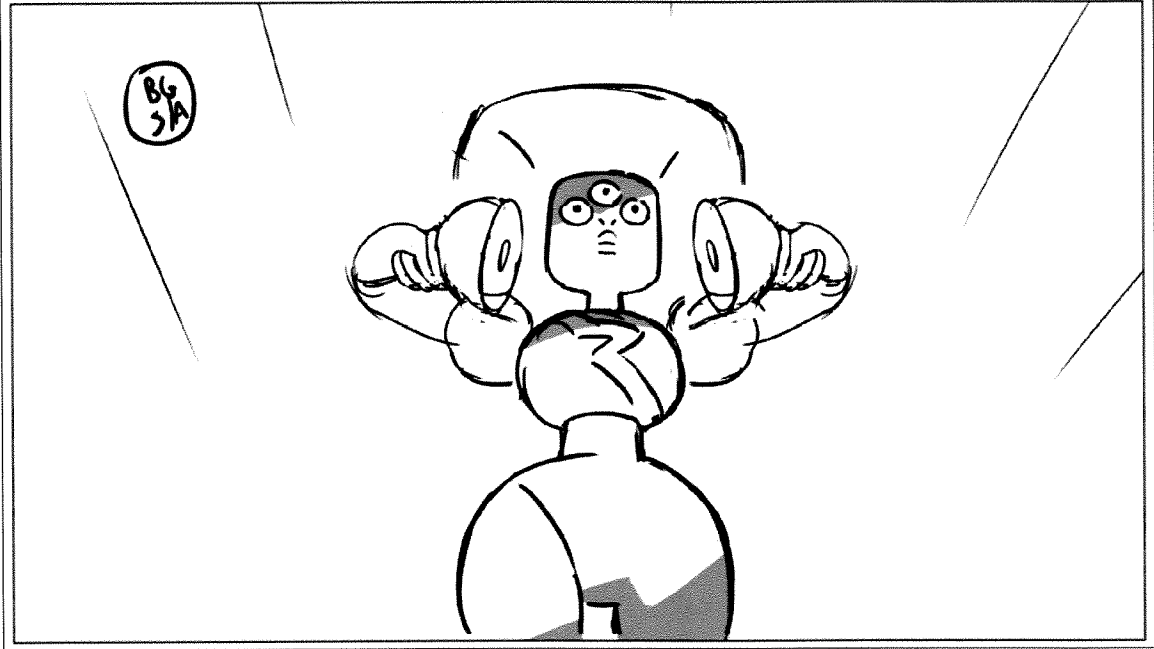
1020-009

Scene 205 Panel 9
CONT



Slugging
0.04

Scene 205 Panel 10
CONT



Slugging
0.04

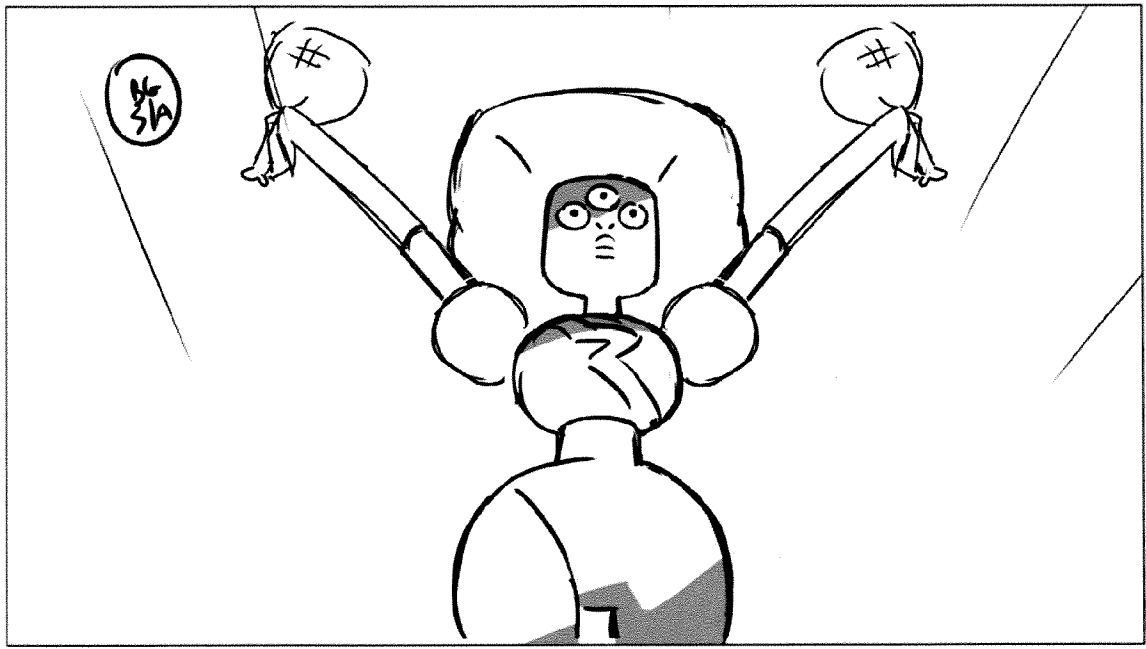
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1020-009

1020-009

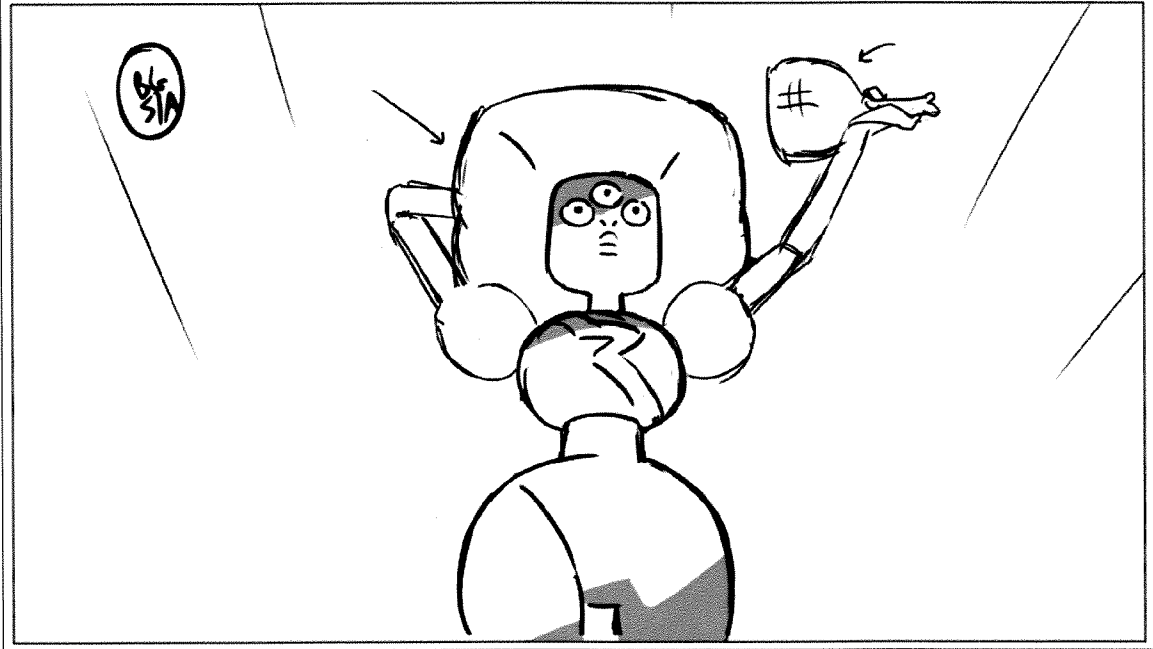
1020-009

Scene 205 Panel 11
cont



Slugging
0.04

Scene 205 Panel 12
cont



Slugging
0.02

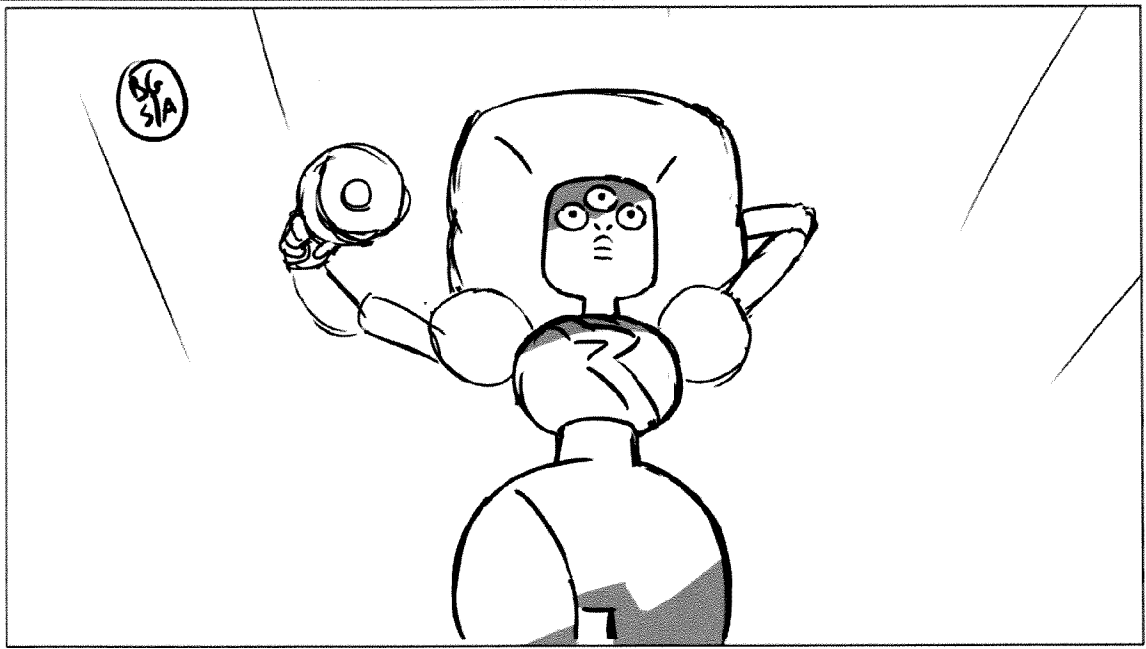
JUN 17 2016

1020.009

1020.009

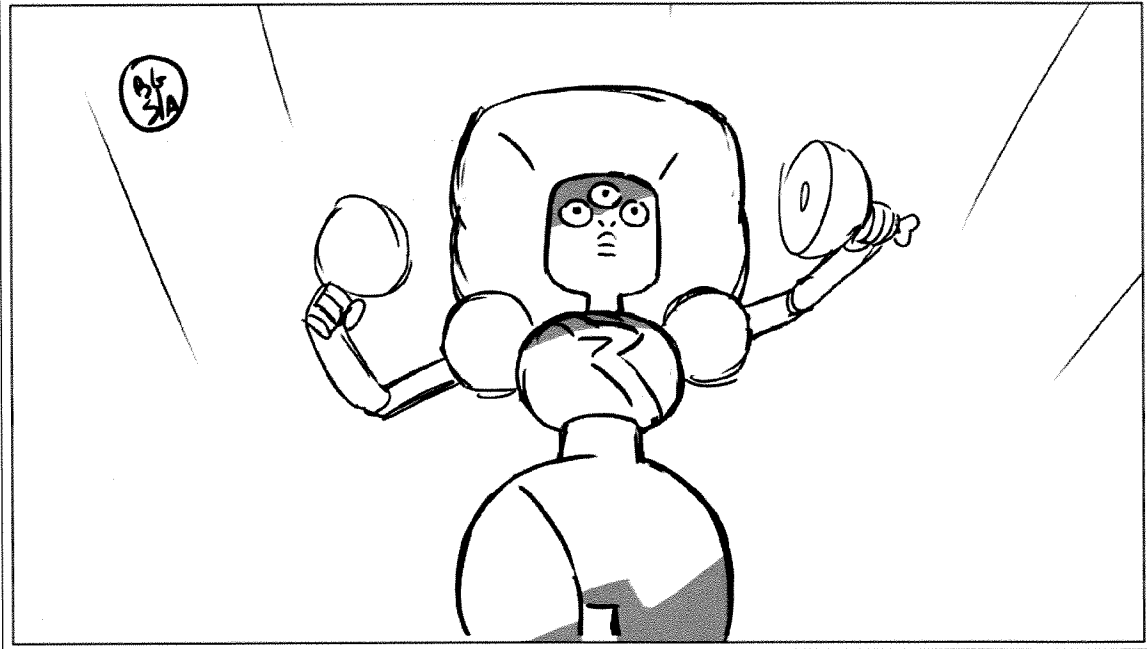
1020.009

Scene 205 Panel **cont** 13



Slugging
0.02

Scene 205 Panel **cont** 14



Slugging
0.02

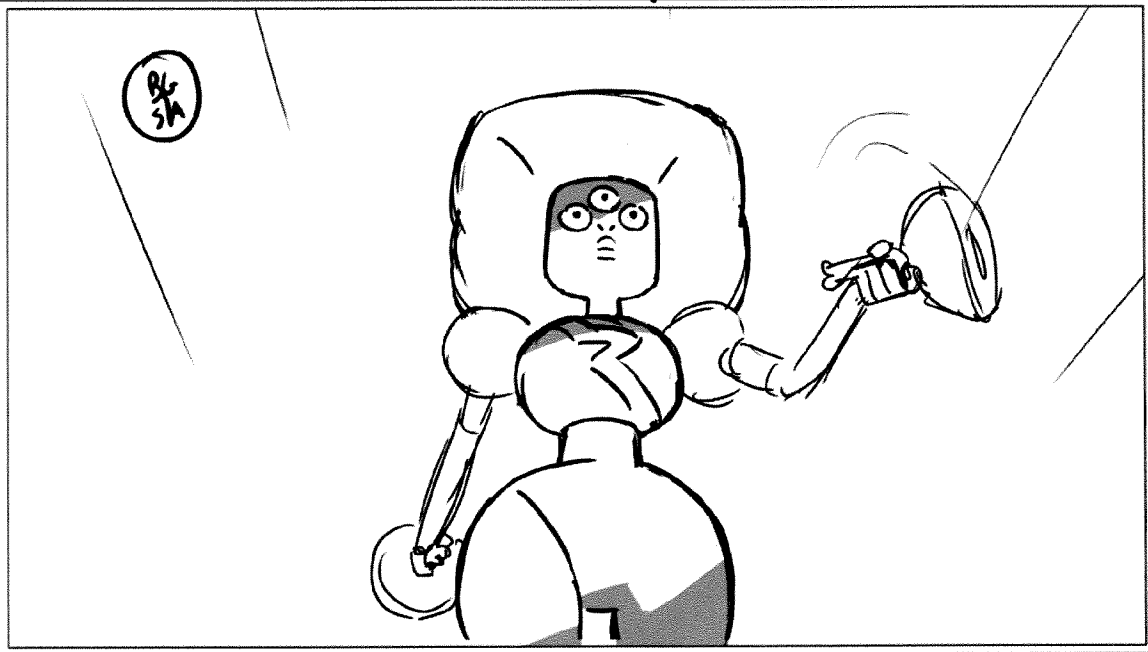
JUN 17 2013

1020.009

1020.009

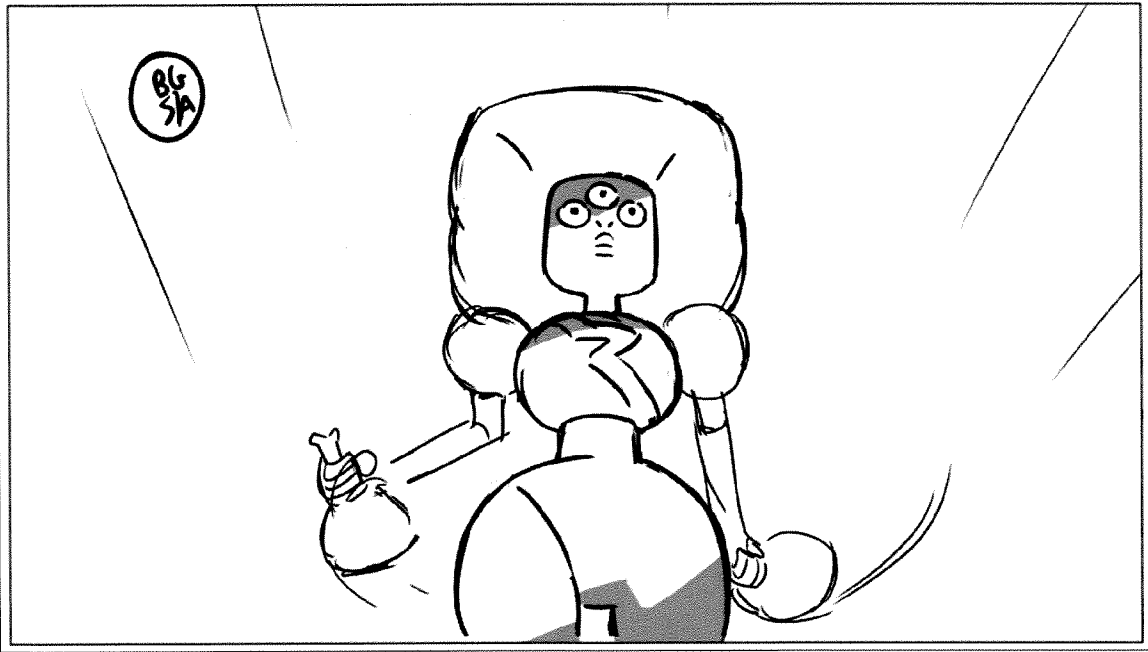
1020.009

Scene 205 Panel 15



Slugging
0.02

Scene 205 Panel 16



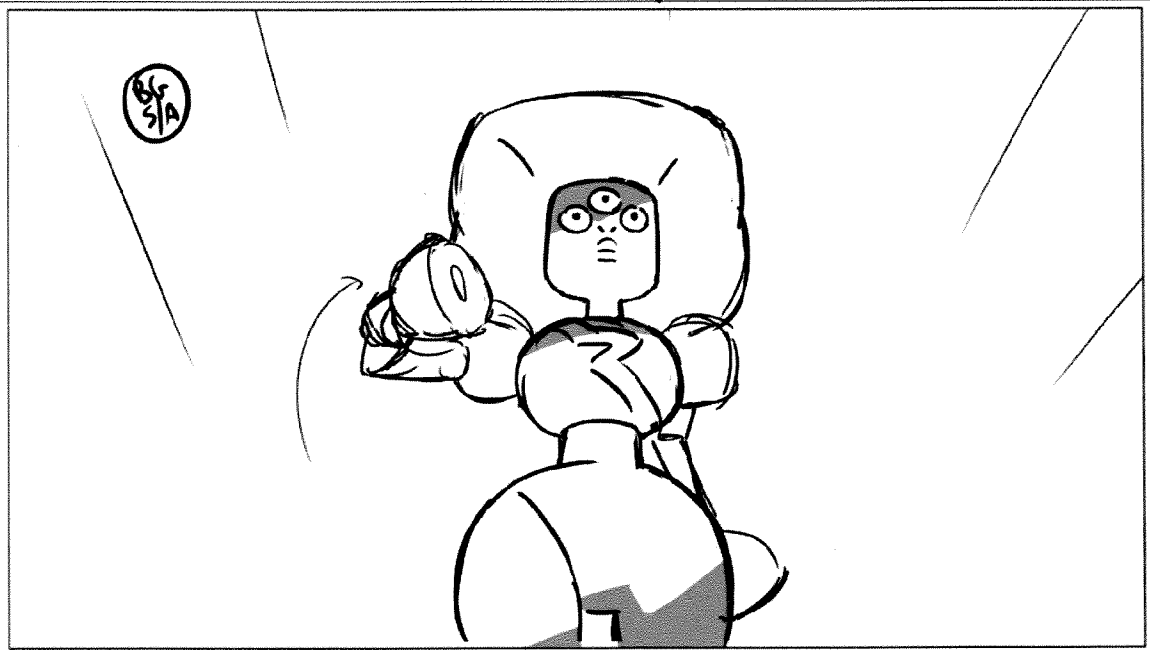
Slugging
0.02

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1020.009

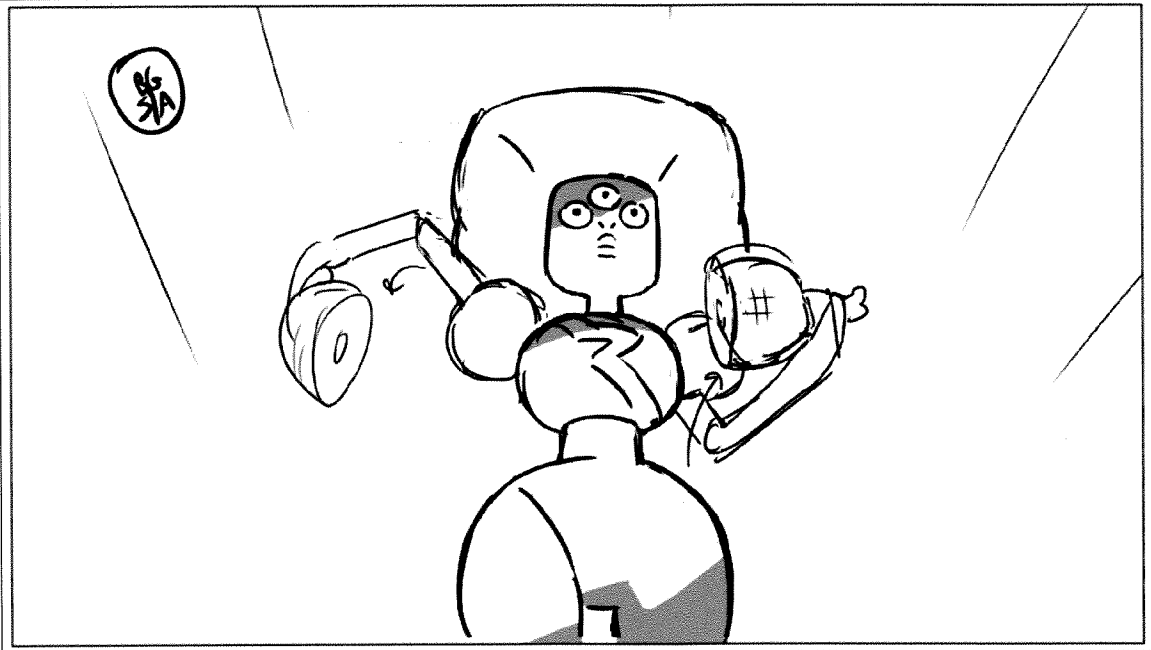
1020.009

Scene 205 Panel 17
cont



Slugging
0.02

Scene 205 Panel 18
cont



Slugging
0.02

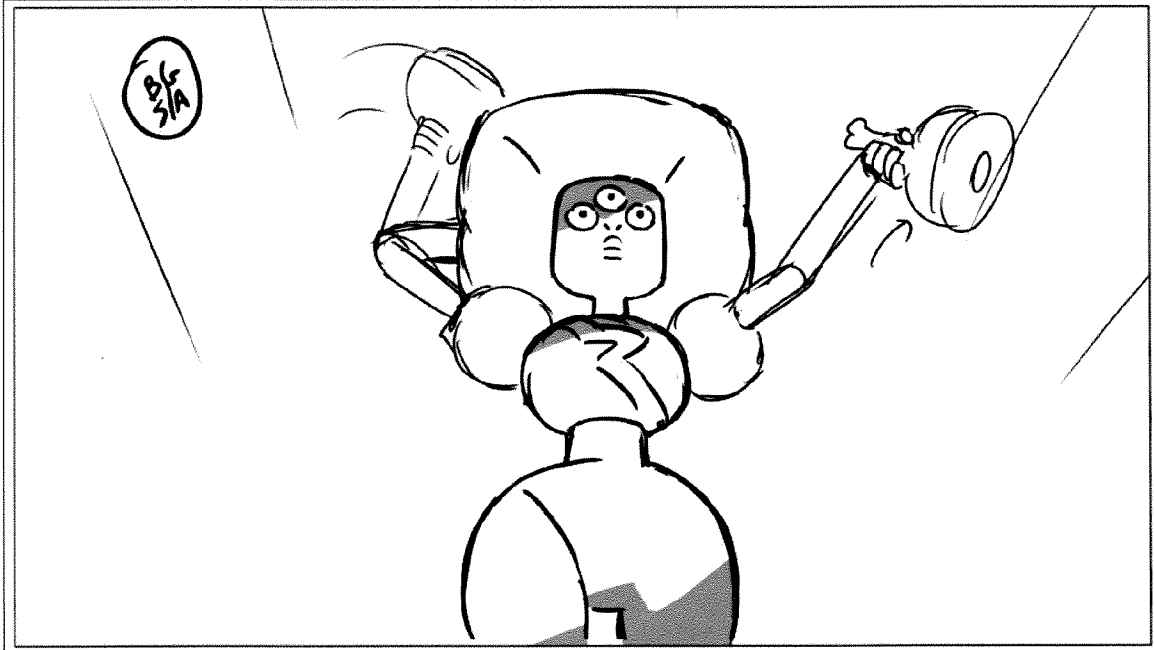
JUN 17 2013

1020-009

1020-009

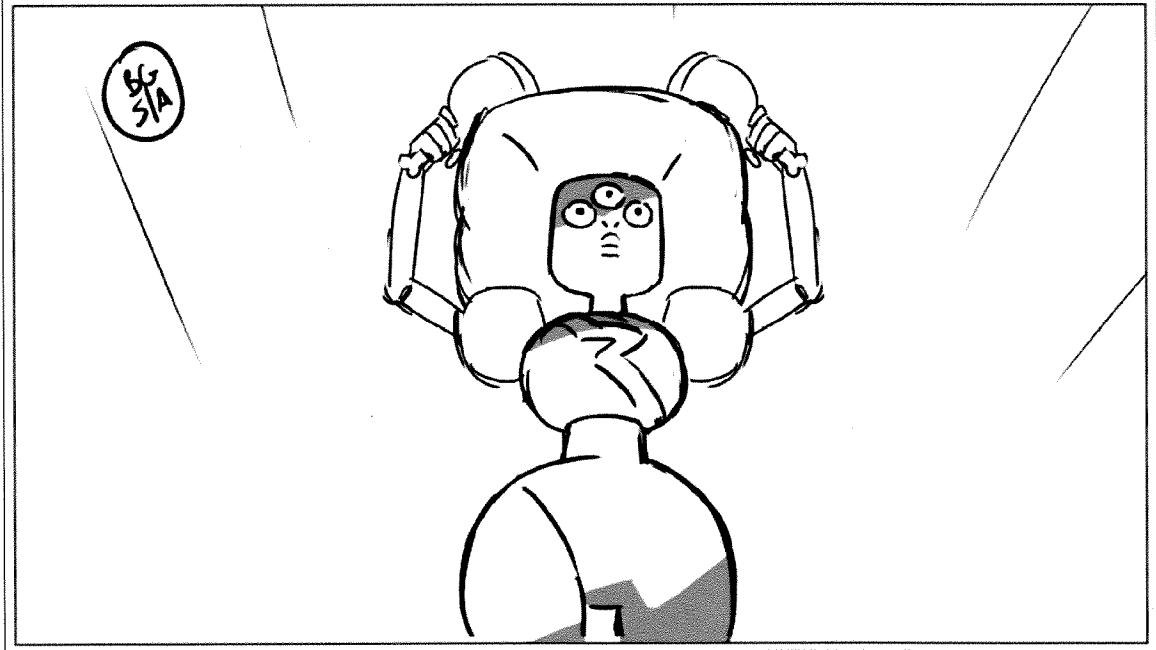
1020-009

Scene	Panel
205	<i>cont</i> 19



Slugging
0.02

Scene	Panel
205	<i>cont</i> 20



Slugging
0.02

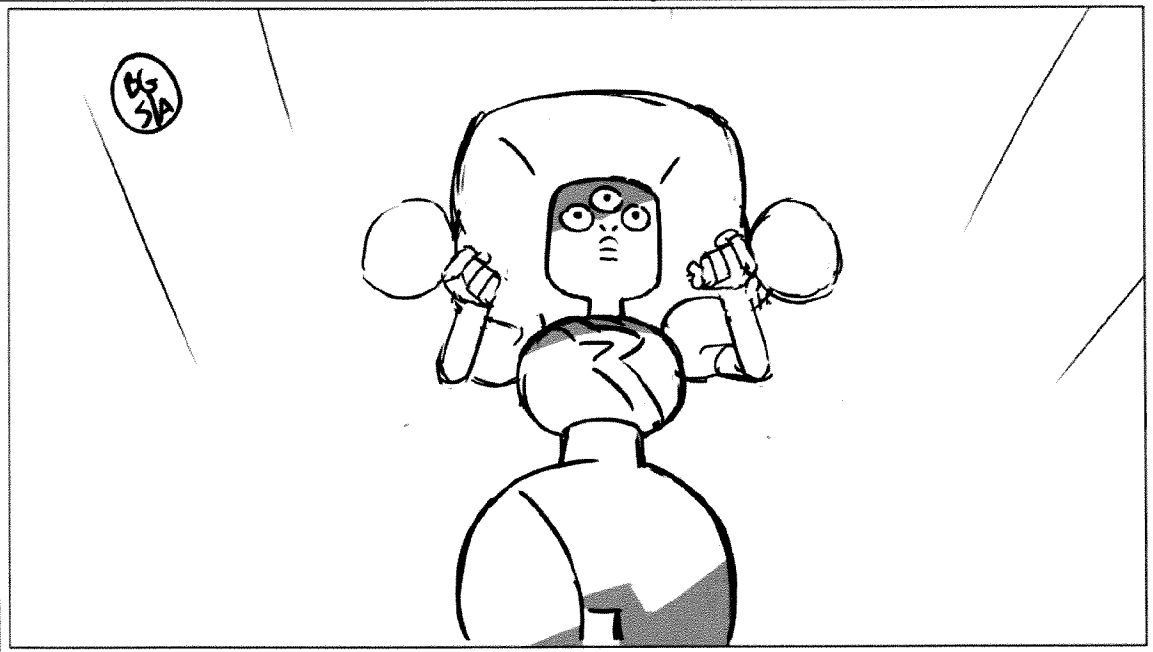
JUN 17 2013

1020.009

1020.009

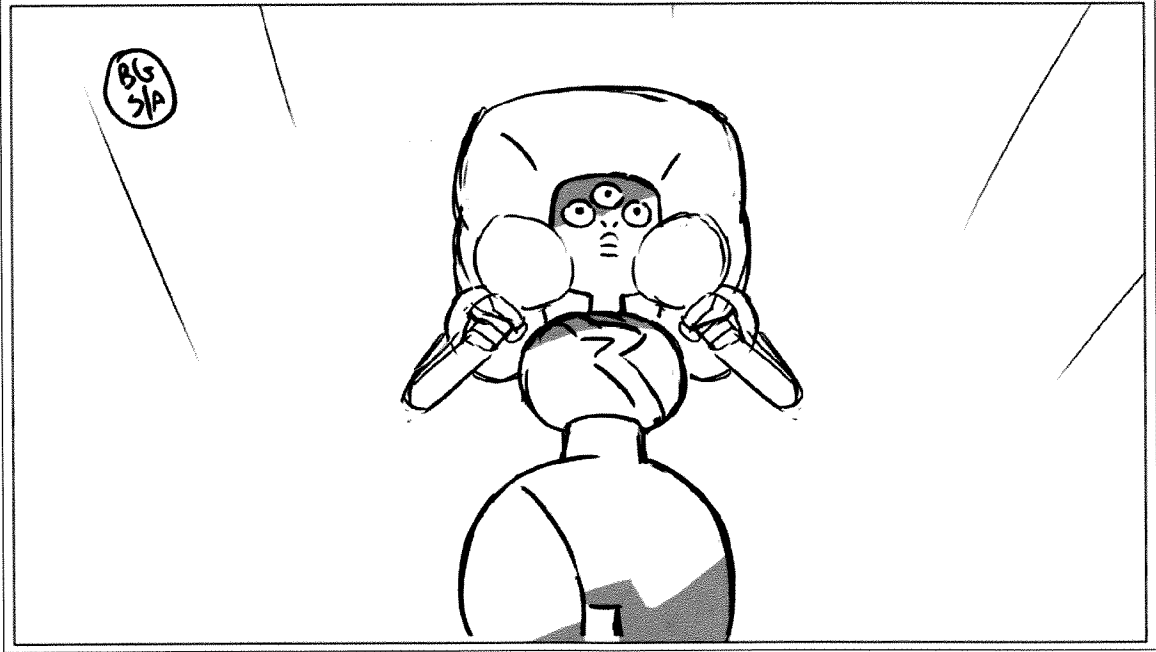
1020.009

Scene 205 Panel 21



Slugging
0.02

Scene 205 Panel 22



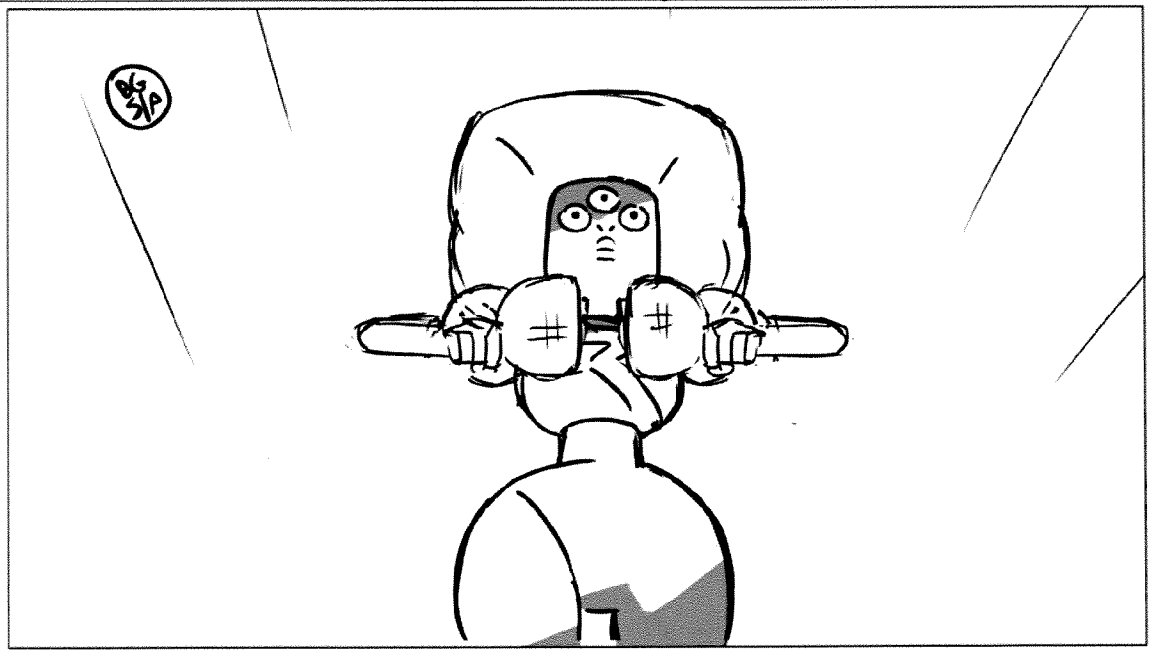
Slugging
0.02

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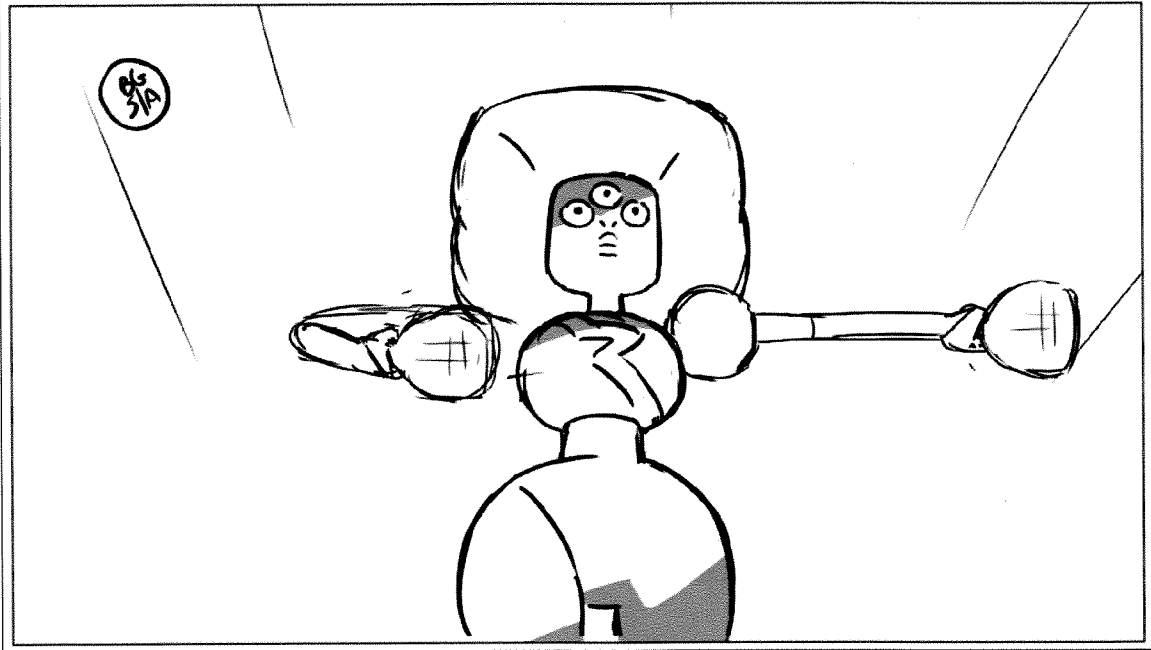
1020.009

Scene	Panel
205	<i>cont</i> 23



Slugging
0.02

Scene	Panel
205	<i>cont</i> 24



Slugging
0.01

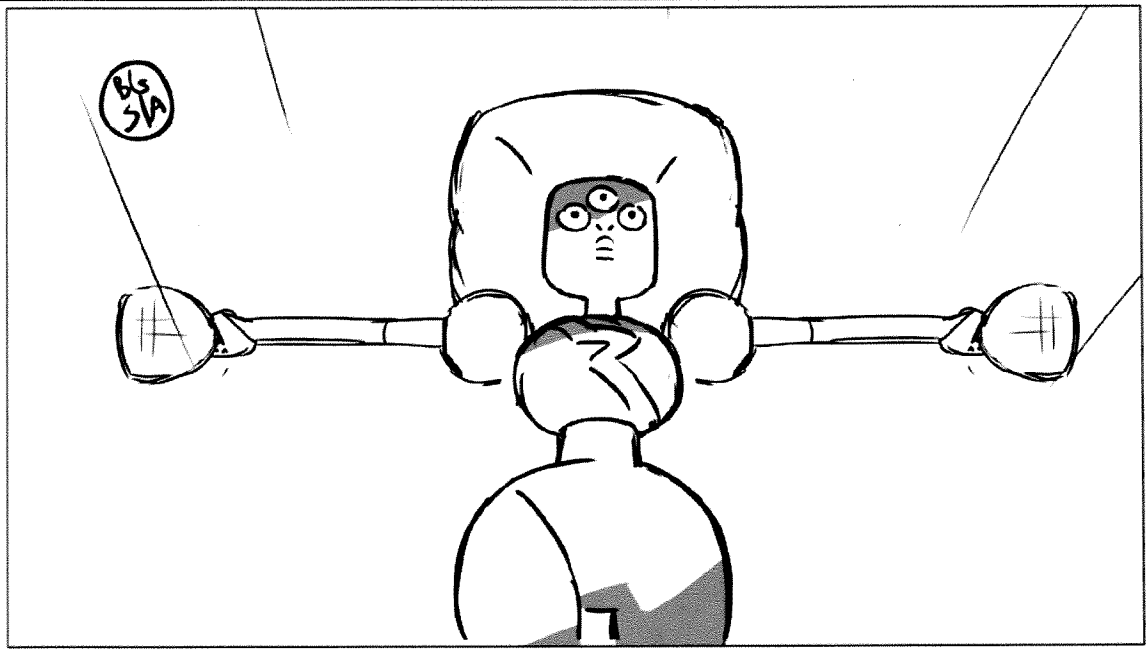
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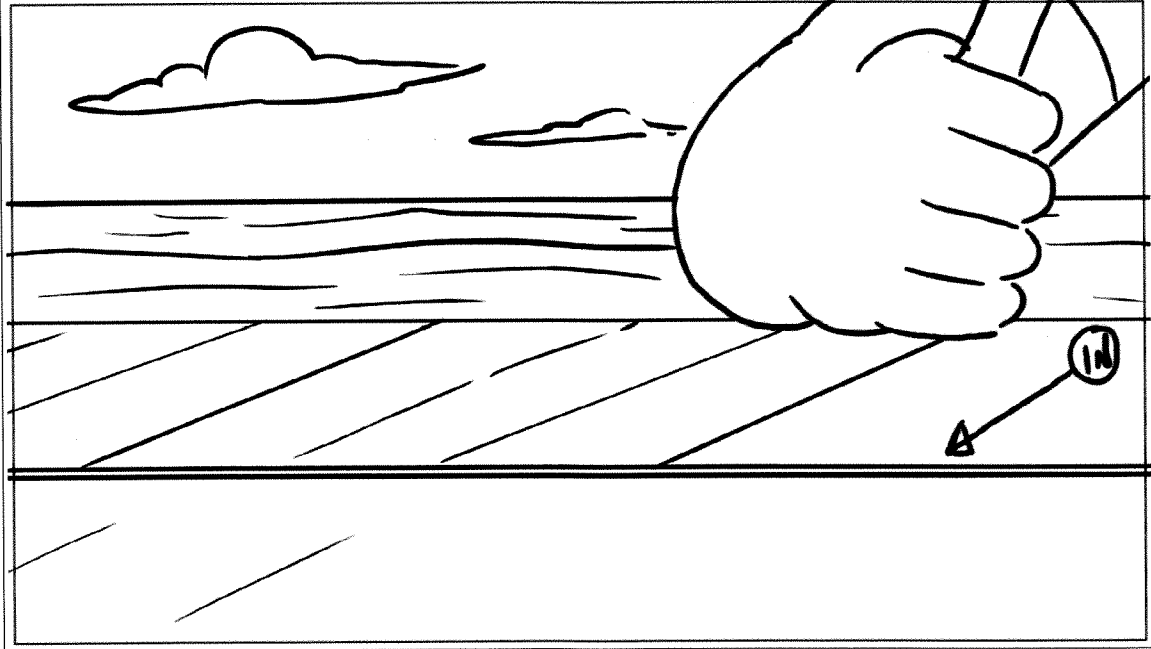
1020.009

Scene 205 Panel 25



Slugging
0.07

Scene 206 Panel 1



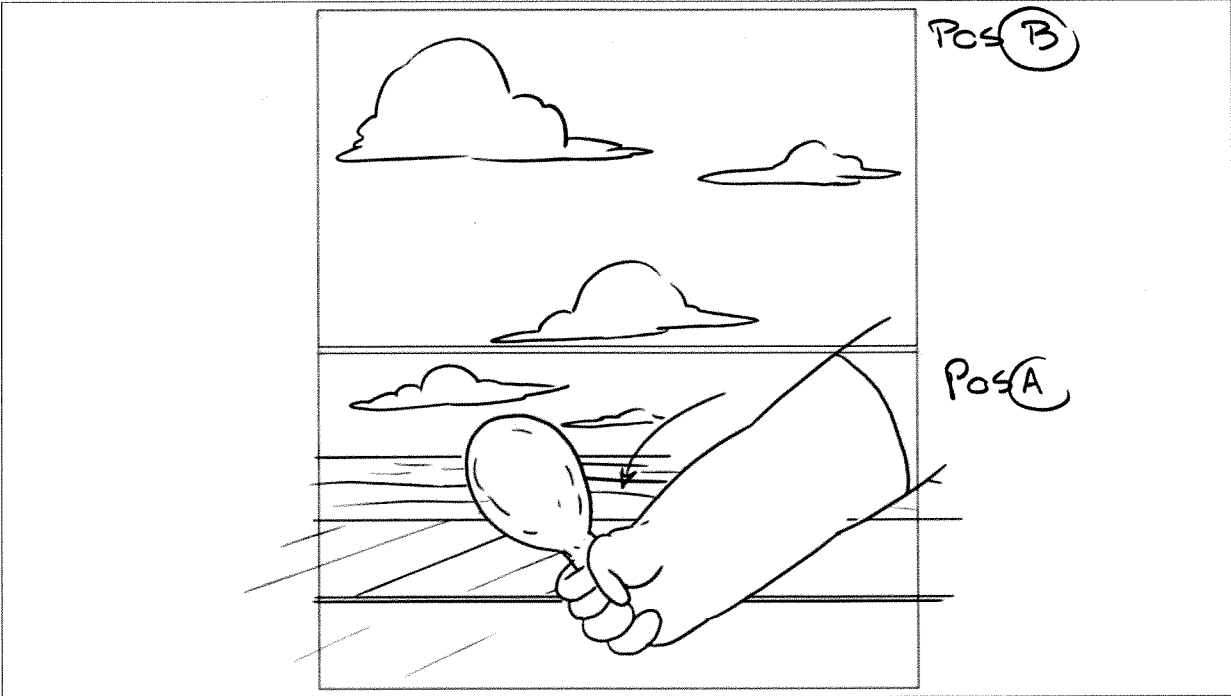
Slugging
0.04

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Scene 206 Panel 2
cont



Slugging
HOLD: 1.01

Scene 206 Panel 3
cont



Dialog
STEVEN: THIS...

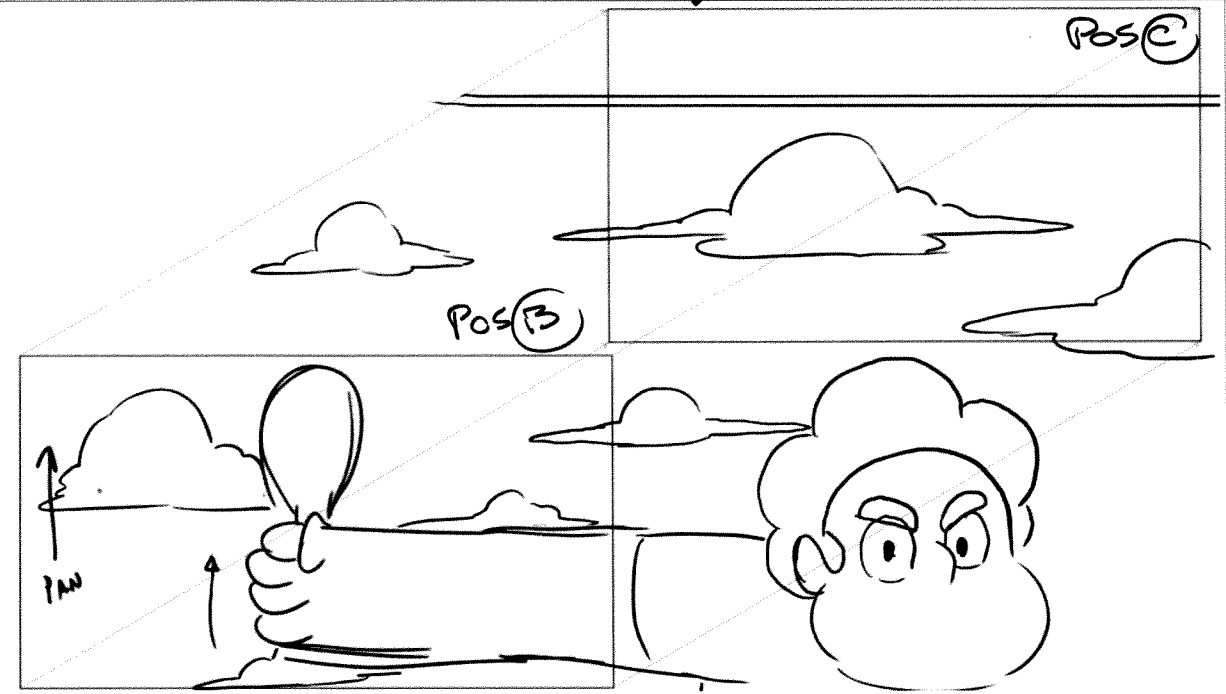
Slugging
ADJ: 0.08

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Scene	Panel	
206	CONT	4



Storyboard panel 4 shows a character with a cloud-like head looking upwards. A large cloud is labeled 'Pos (B)'. A hand holding a balloon is labeled 'Pos (C)'.

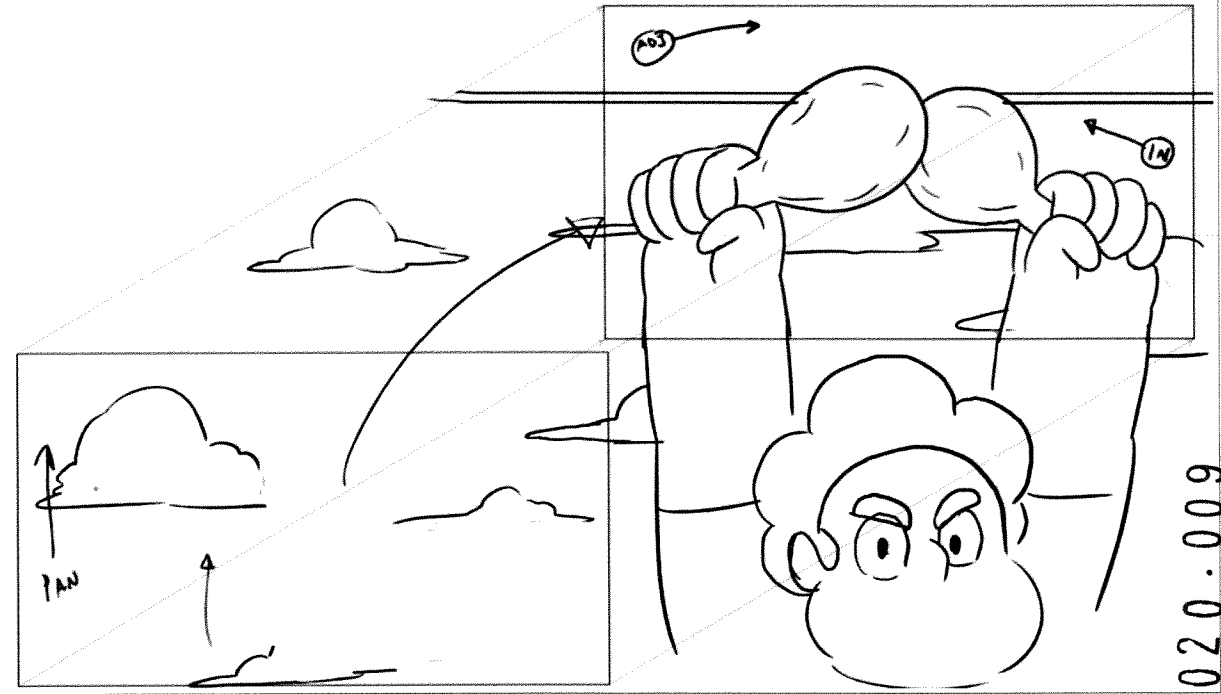
Dialog

STEVEN: IS...

Slugging

HOLD: 0.12

Scene	Panel	
206	CONT	5



Storyboard panel 5 shows a character with a cloud-like head looking upwards. A large cloud is labeled 'Pos (B)'. A hand holding a balloon is labeled 'Pos (C)'.

Dialog

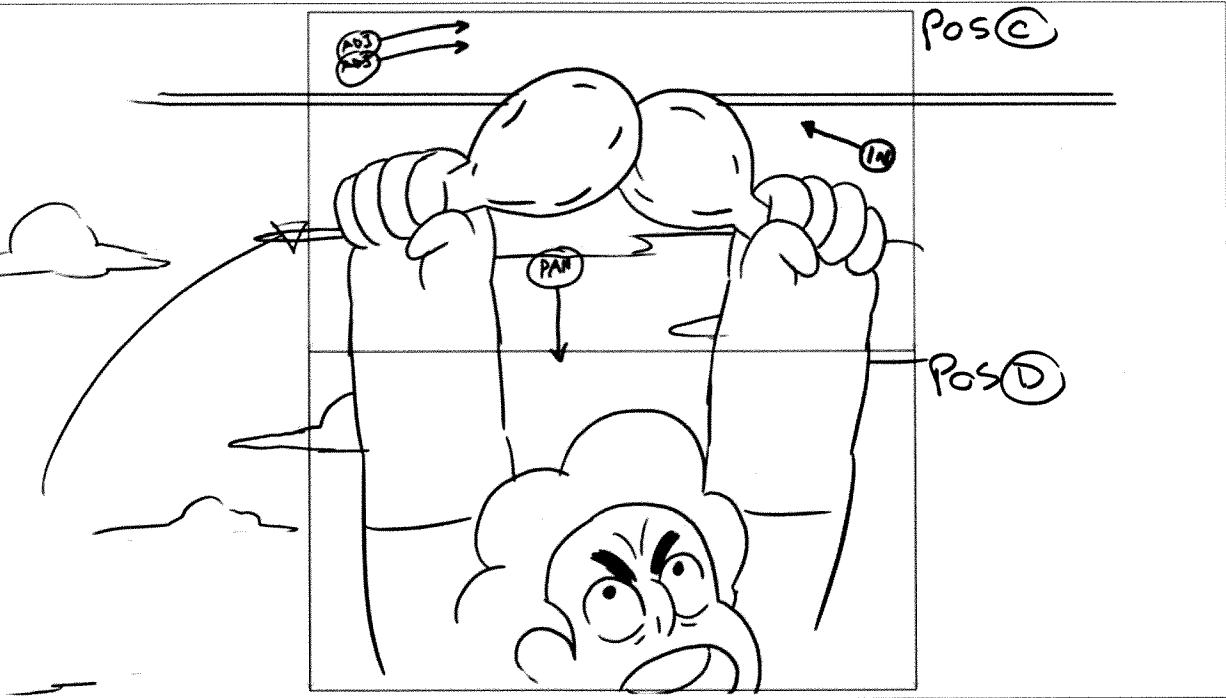
STEVEN: IS...

Slugging

ADJ: 0.08

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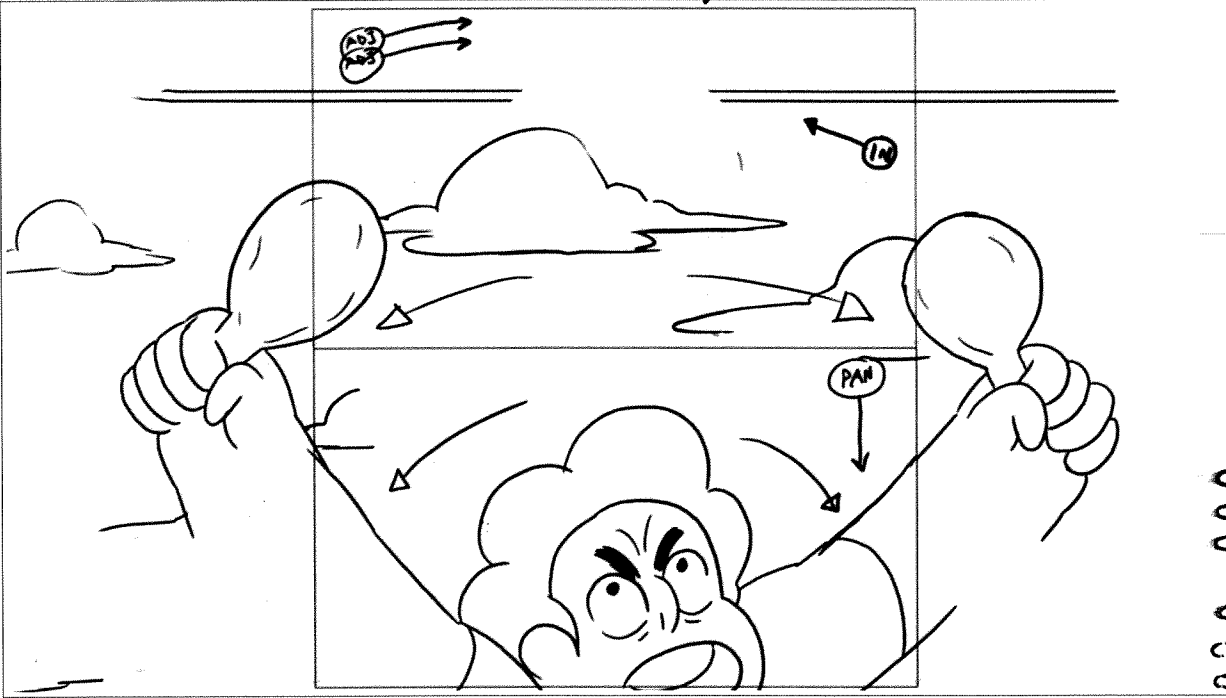
Scene 206 Panel 6



Dialog
STEVEN: IIIIIIIIT....

Slugging
HOLD: 0.14

Scene 206 Panel 7

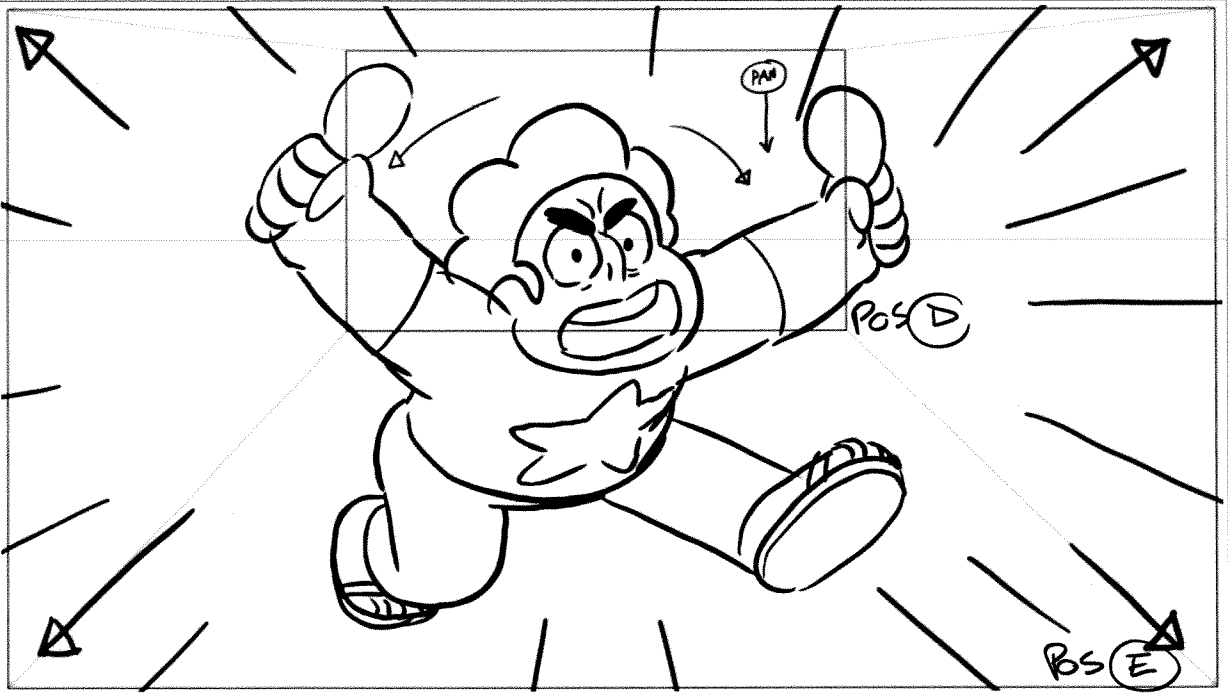


Dialog
STEVEN: IIIIIIIIT....

Slugging
ADJ: 0.08

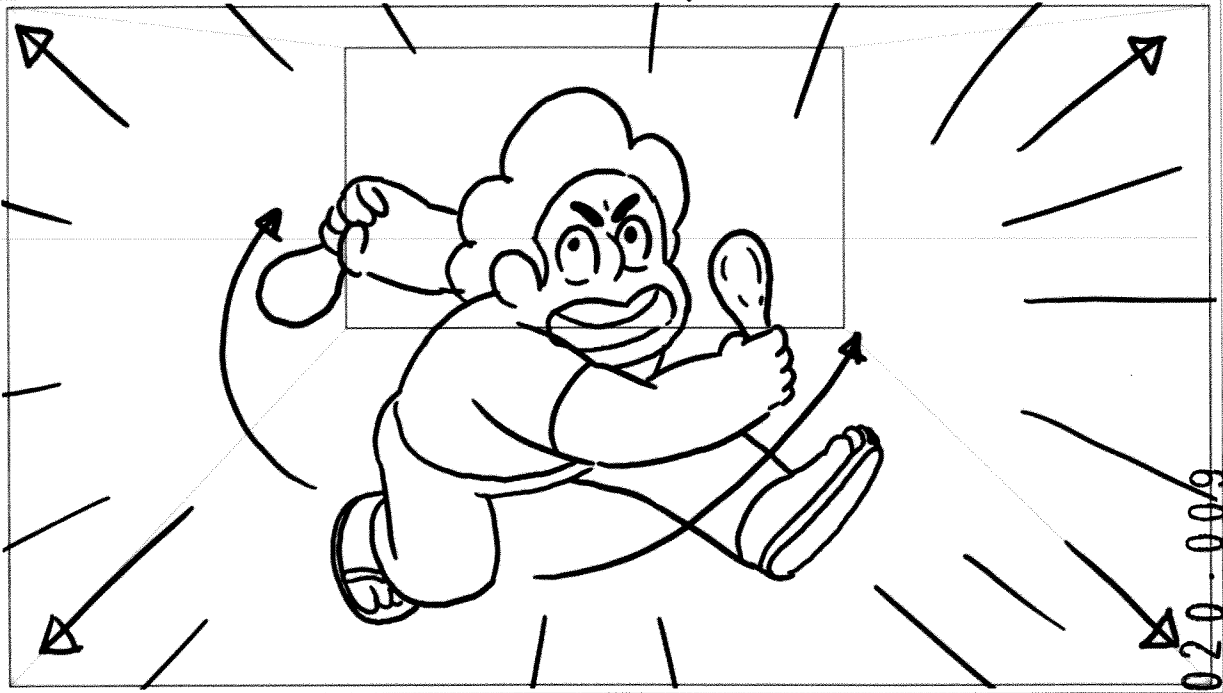
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Scene Panel 206 CONT 8



Slugging
HOLD: 1.07

Scene Panel 206 CONT 9

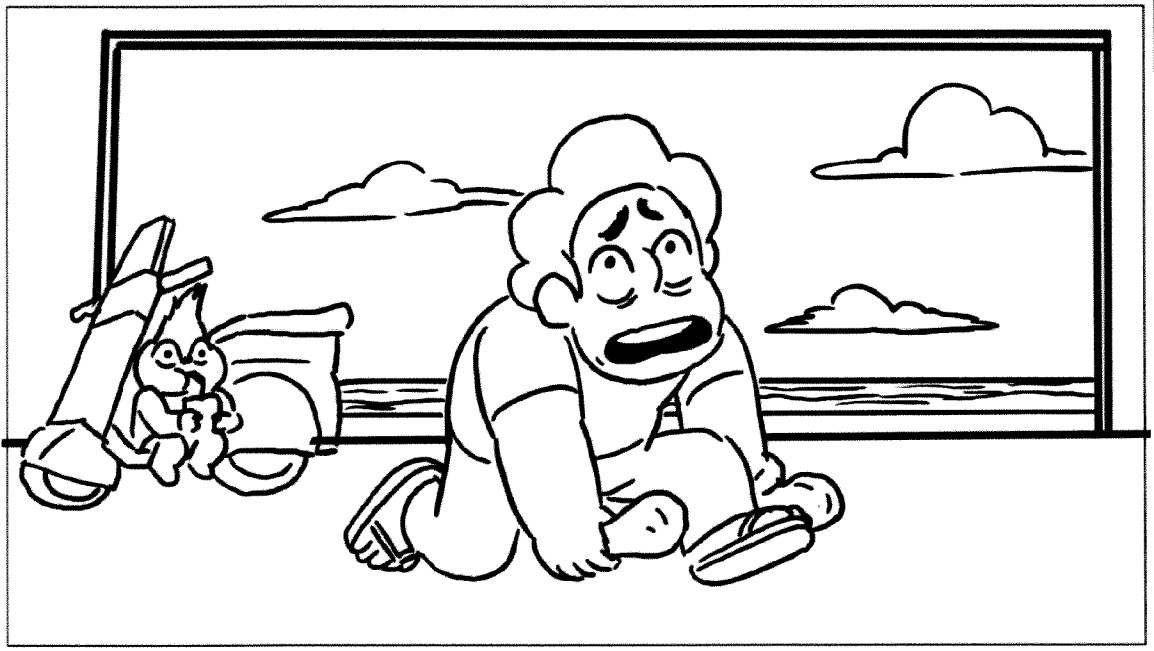


Action Notes
bg burst card
camera truck out with steven's action

Slugging
ADJ: 0.06
Then HOLD: 1.09 cross-fade to next panel.

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Scene	Panel
206	10



Dialog

STEVEN: AAWWWW....

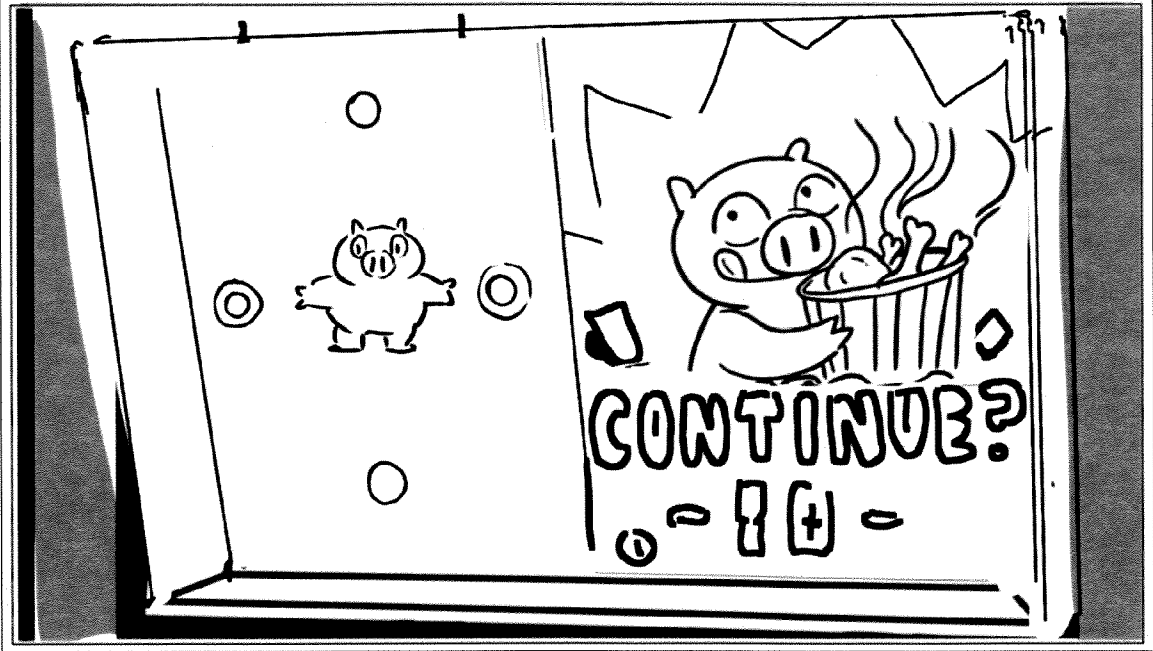
Action Notes

transition back to arcade

Slugging

2.10

Scene	Panel
207	1



Dialog

GAME: PLAYER 1 WINS! YOU'RE TOAST PLAYER 2.

Slugging

1.08

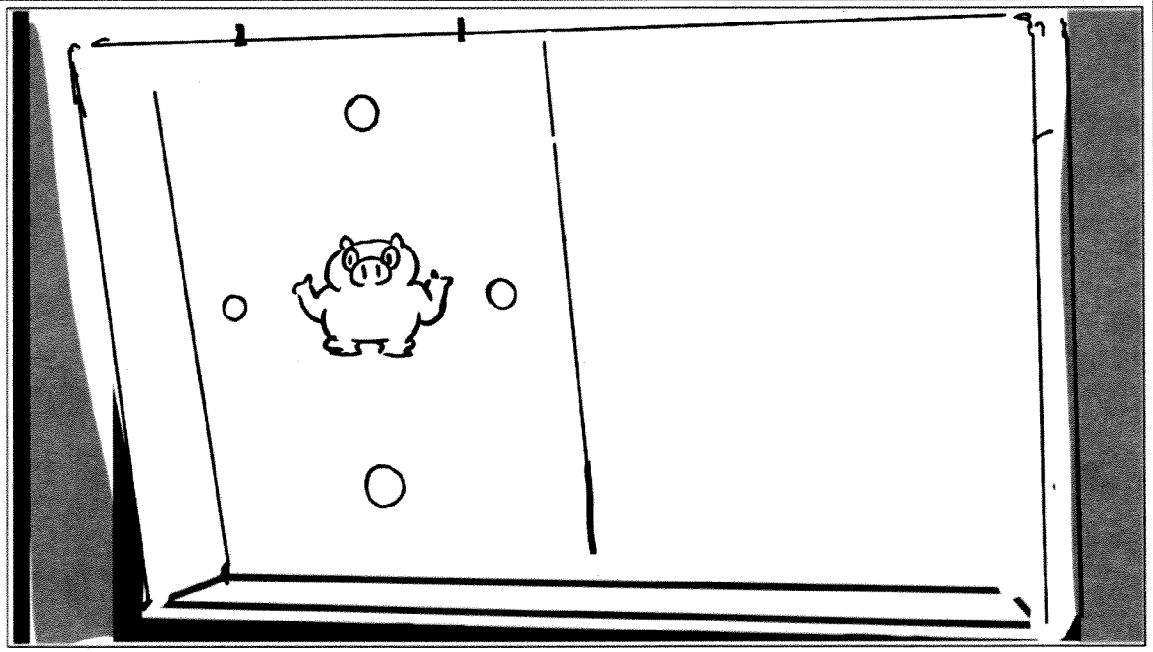
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1020.009

Scene 207 Panel 2
CONT

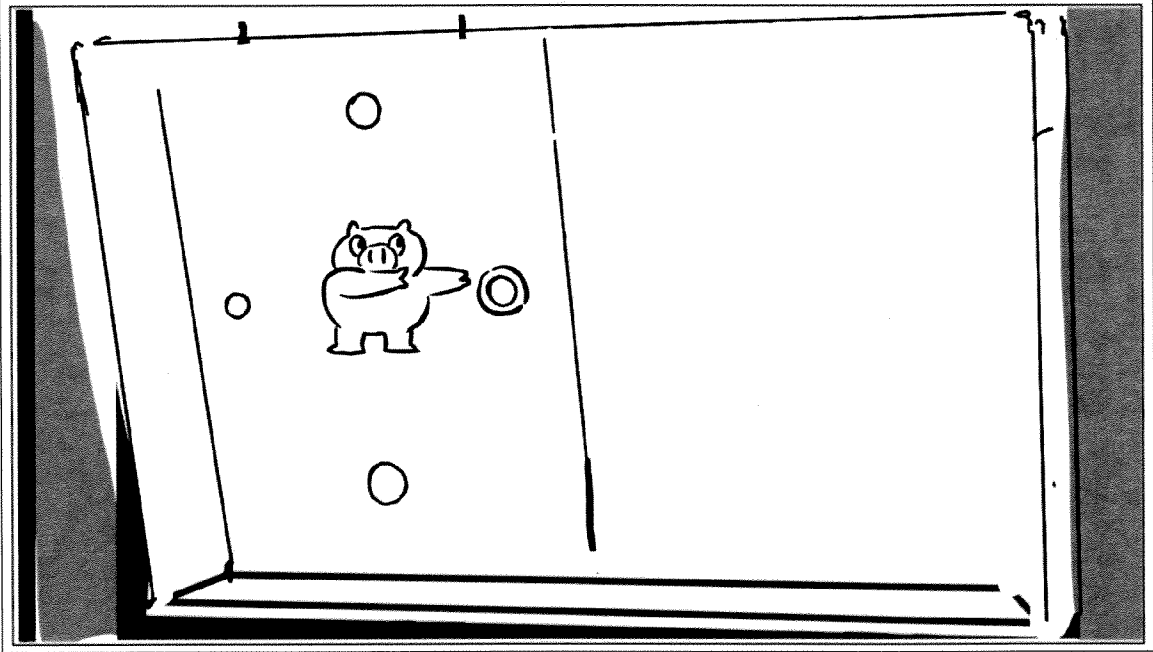


Action Notes

Panels 3-6 should cycle randomly as the right side of the screen continues to countdown.

Inbetween pose

Scene 207 Panel 3
CONT



Dialog

GAME

LET'S MEAT IT!

Action Notes

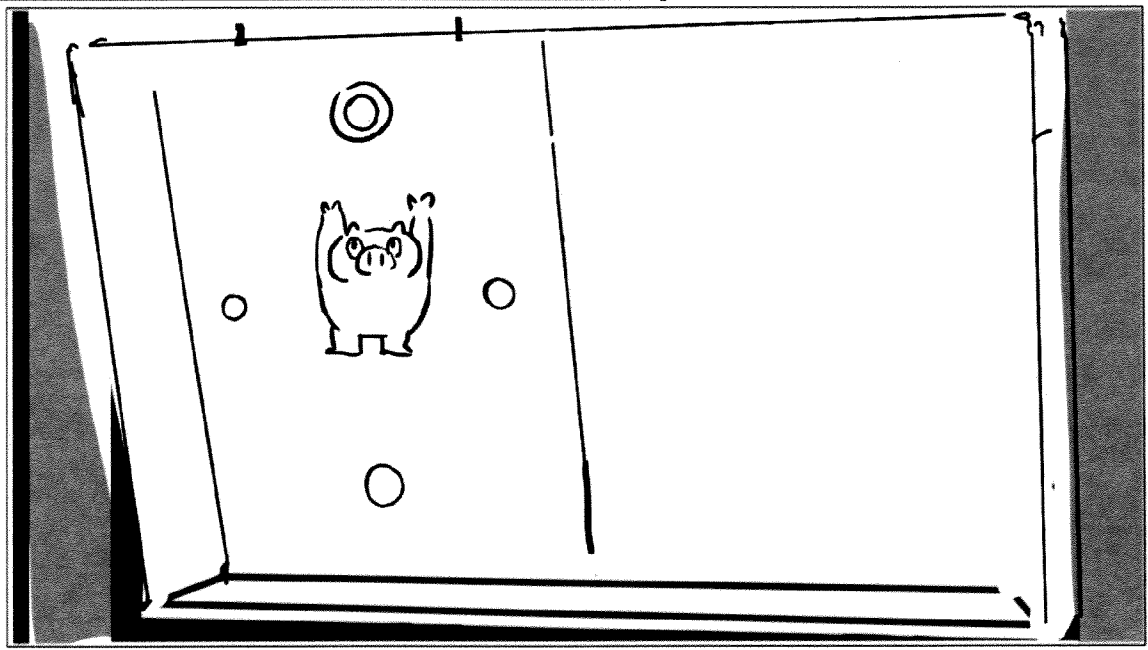
screenshot

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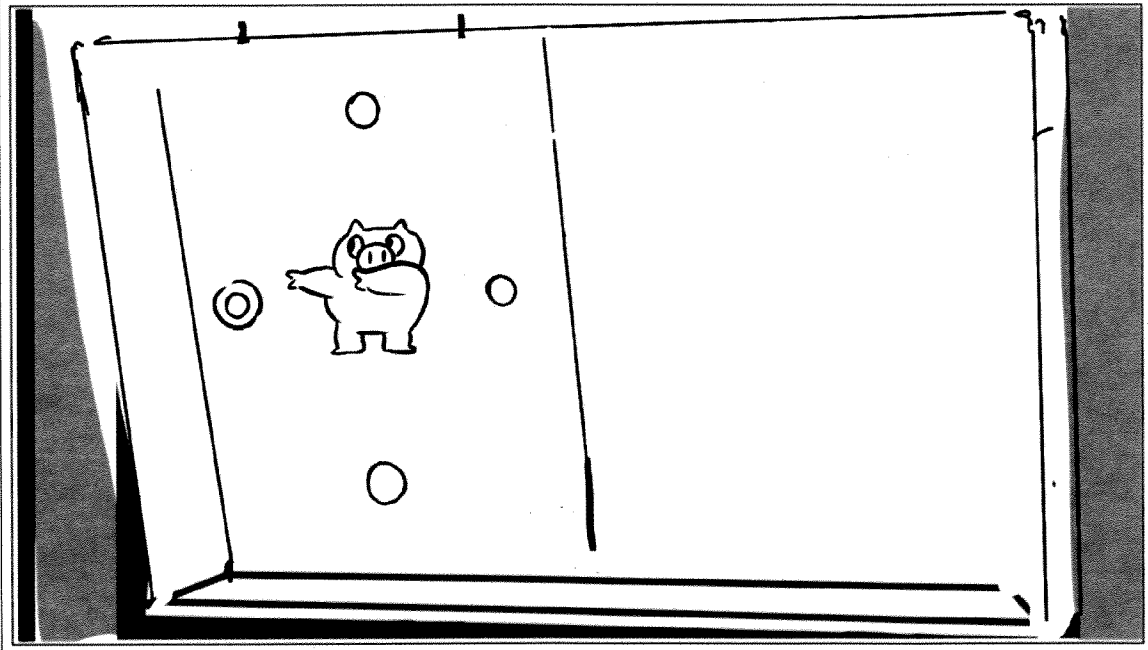
Scene 207 Panel 4
CONT



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 207 Panel 5
CONT



Dialog
GAME LET'S MEAT IT!

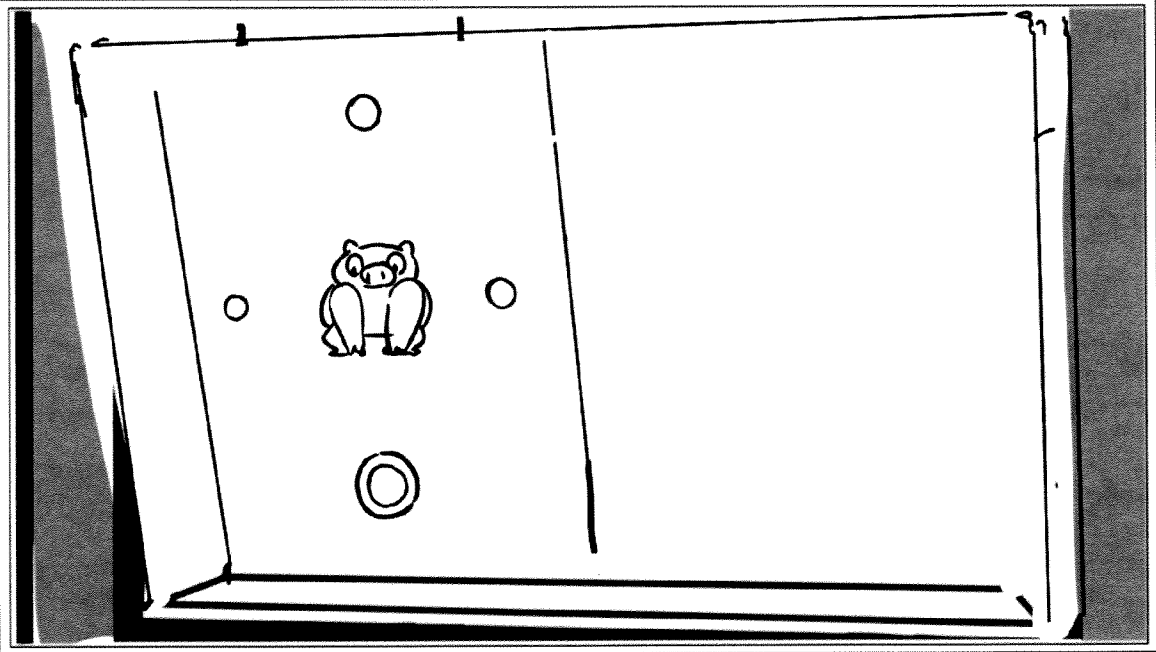
Action Notes
screenshot

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Scene 207 Panel 6



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 207 Panel 7



Slugging
1.08

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Scene	Panel
207	CONT 8



Slugging
1.08

Scene	Panel
208	1

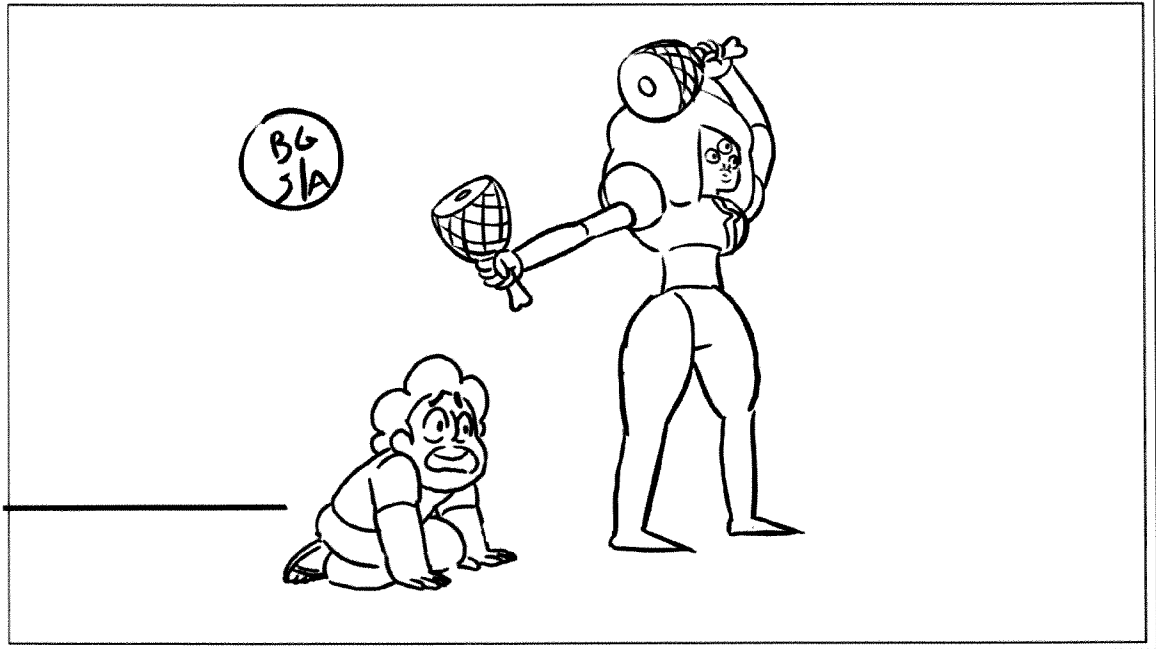


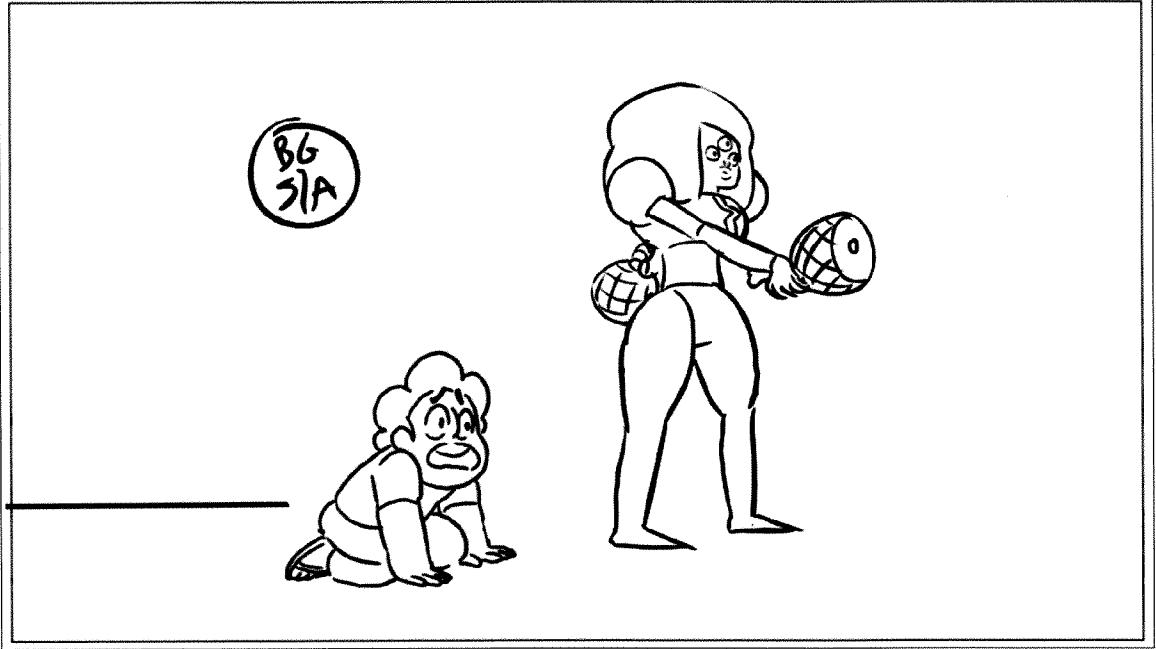
Dialog
STEVEN: I CAN'T DO IT!

Action Notes
GARNET's arm movements cycle randomly

Slugging
Panels 1 to 4 = 3.02

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Scene	208	Panel	2
<i>CONT</i>			
			
Dialog			
STEVEN: I CAN'T DO IT!			
Notes			
Garnet all three eyes should be open? (fixed it)			

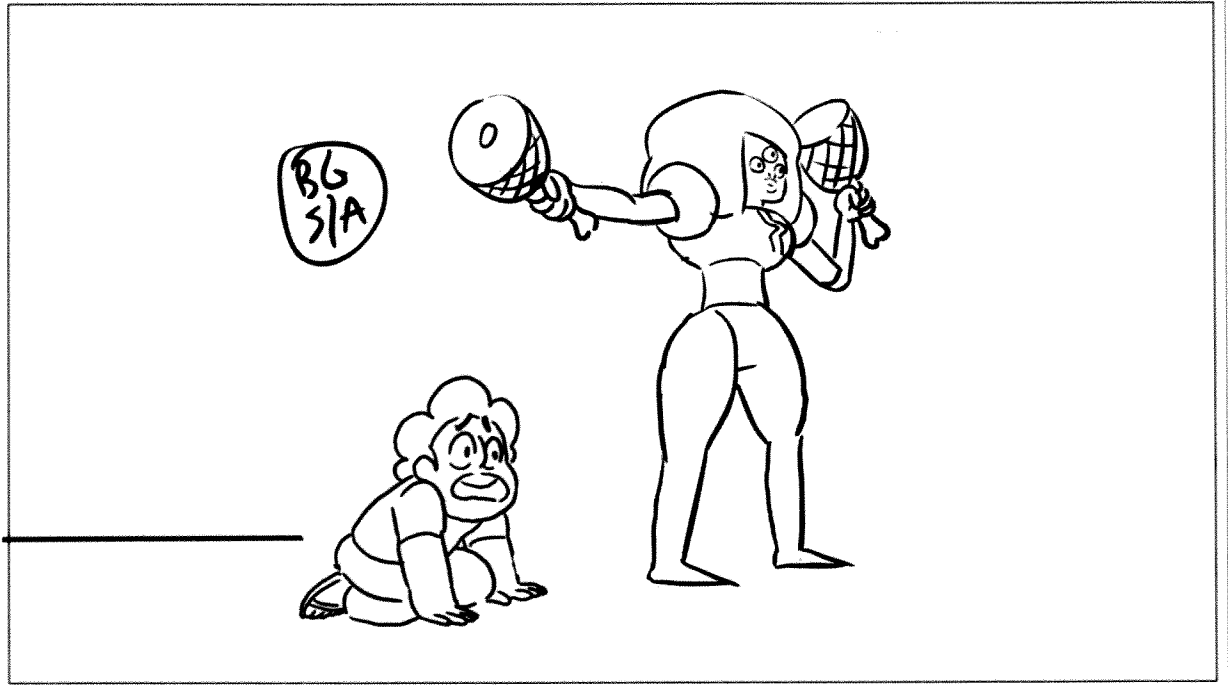
Scene	208	Panel	3
<i>CONT</i>			
			
Dialog			
STEVEN: I CAN'T DO IT!			
Notes			
Garnet all three eyes should be open? (fixed it)			


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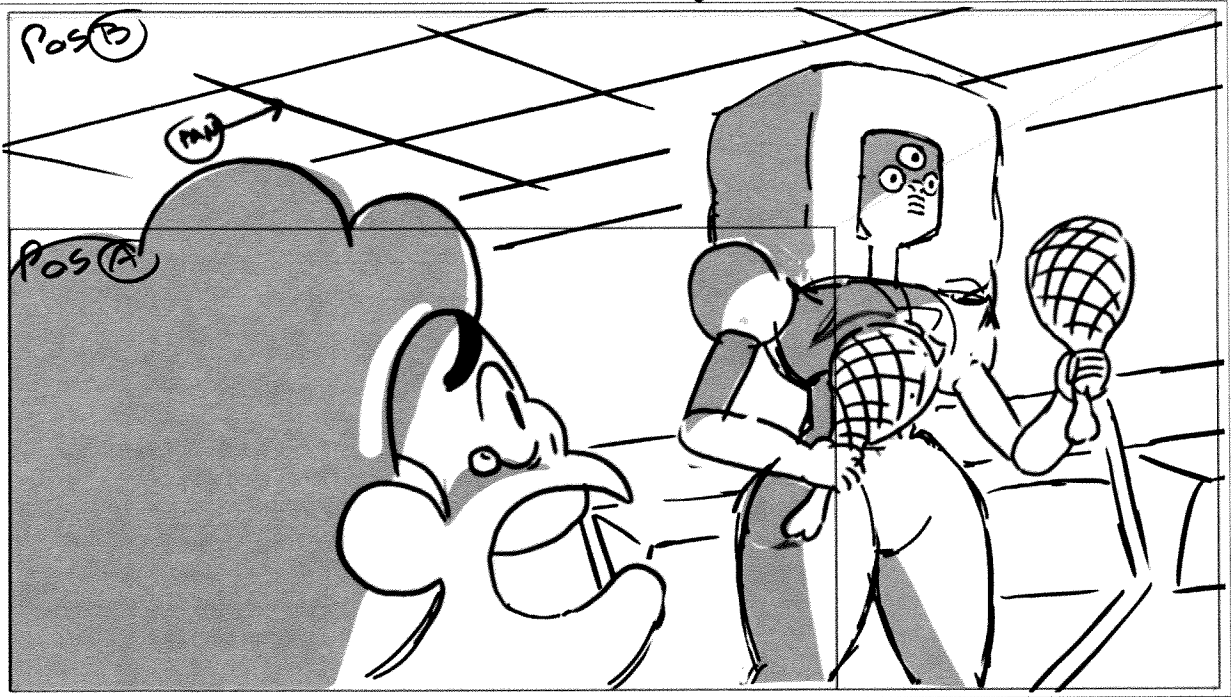
1020.009

Scene	208	Panel	4
CONT			
			
Dialog			
STEVEN: I CAN'T DO IT!			
Notes			
Garnet all three eyes should be open? (fixed it)			

Scene	209	Panel	1
			
Dialog			
STEVEN: GARNET!!!			
Slugging			
1.02			
Notes			
H.U. STEVEN's face to previous			

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Scene 209 Panel 2

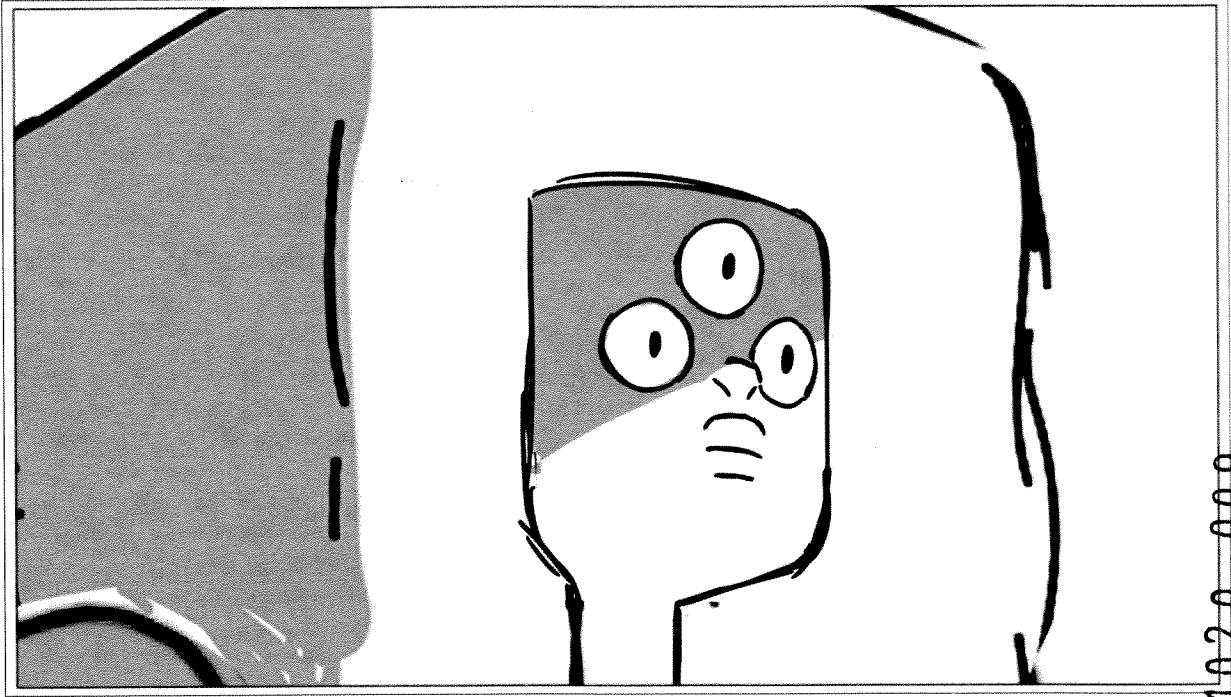


Dialog
STEVEN: SNAP OUT OF IT!

Action Notes
camera trucks out to reveal garnet

Slugging
ADJ: 0.06
Then HOLD: 1.13

Scene 210 Panel 1



Dialog
STEVEN: WHAT'S WRONG WITH YOU?!

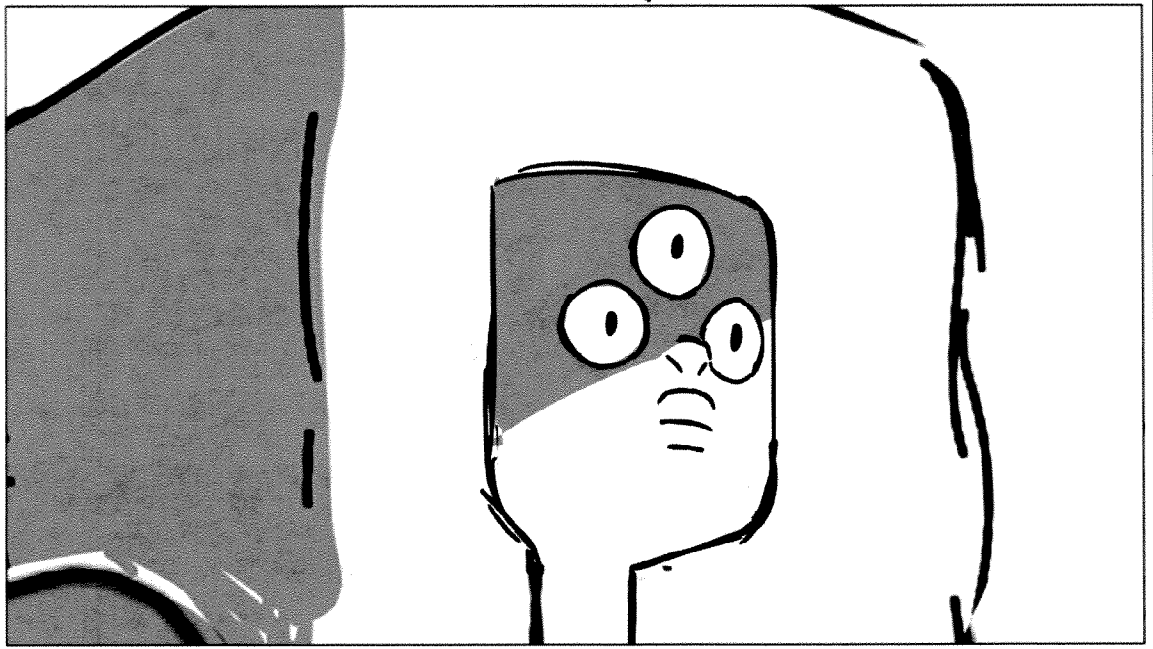
Slugging
Panels 1 to 3 total frames: 4.08

Panels 1 to 3 x 4 = 1.02

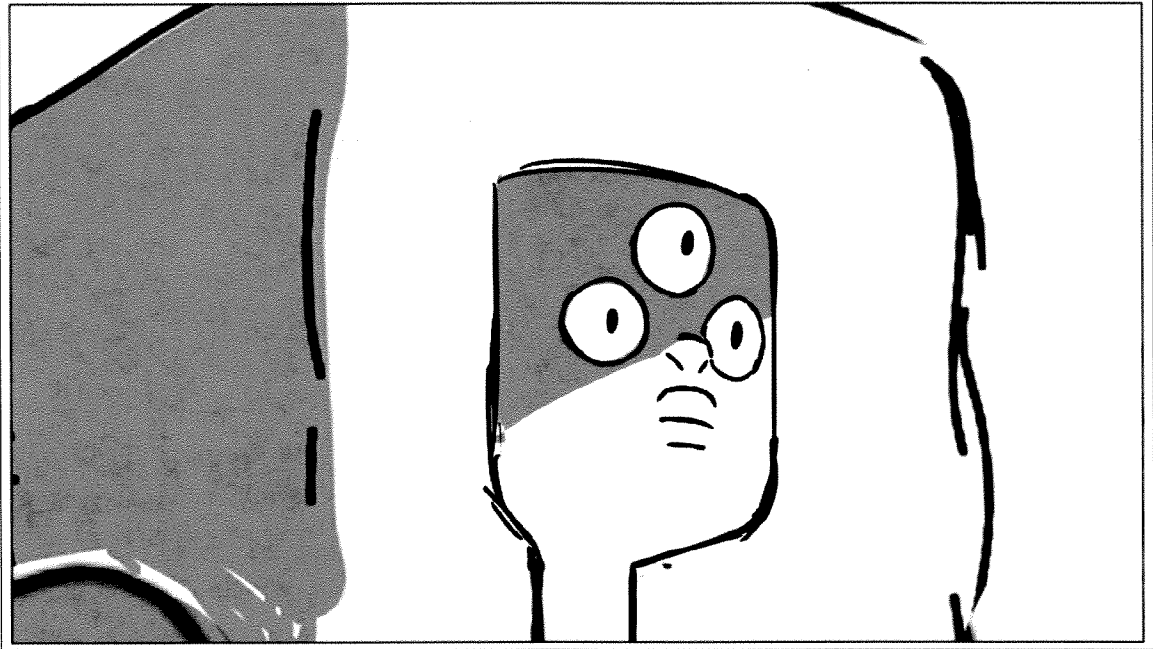
1020-009

1020-009

Scene 210 Panel 2



Scene 210 Panel 3



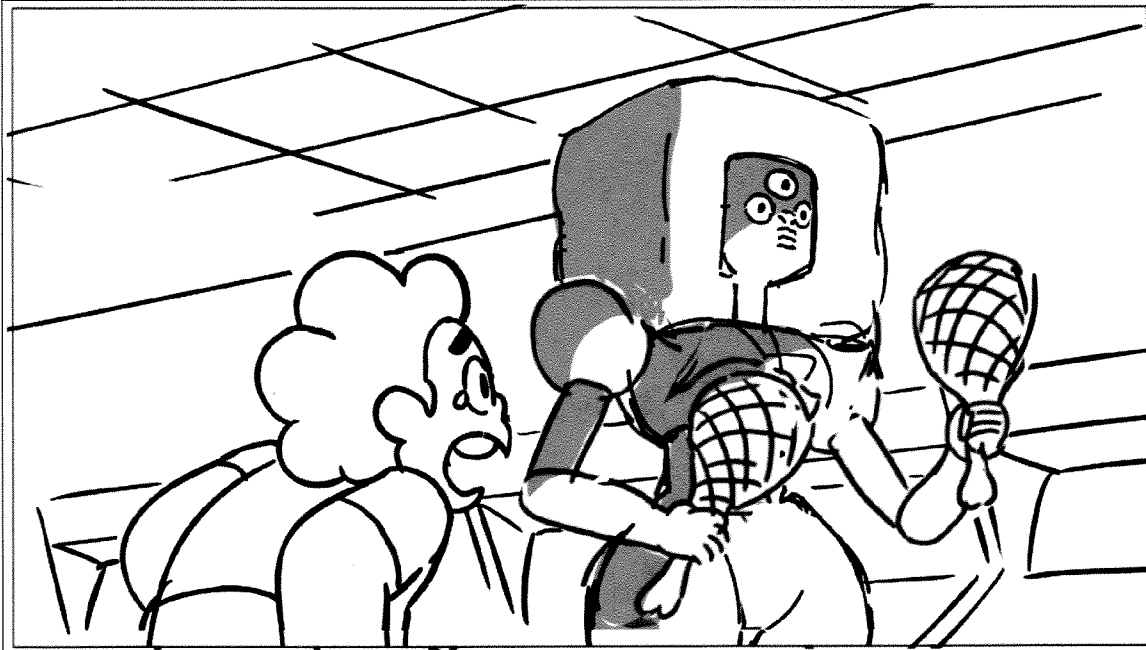
Dialog
STEVEN: YOU'VE GOT TO STOP!

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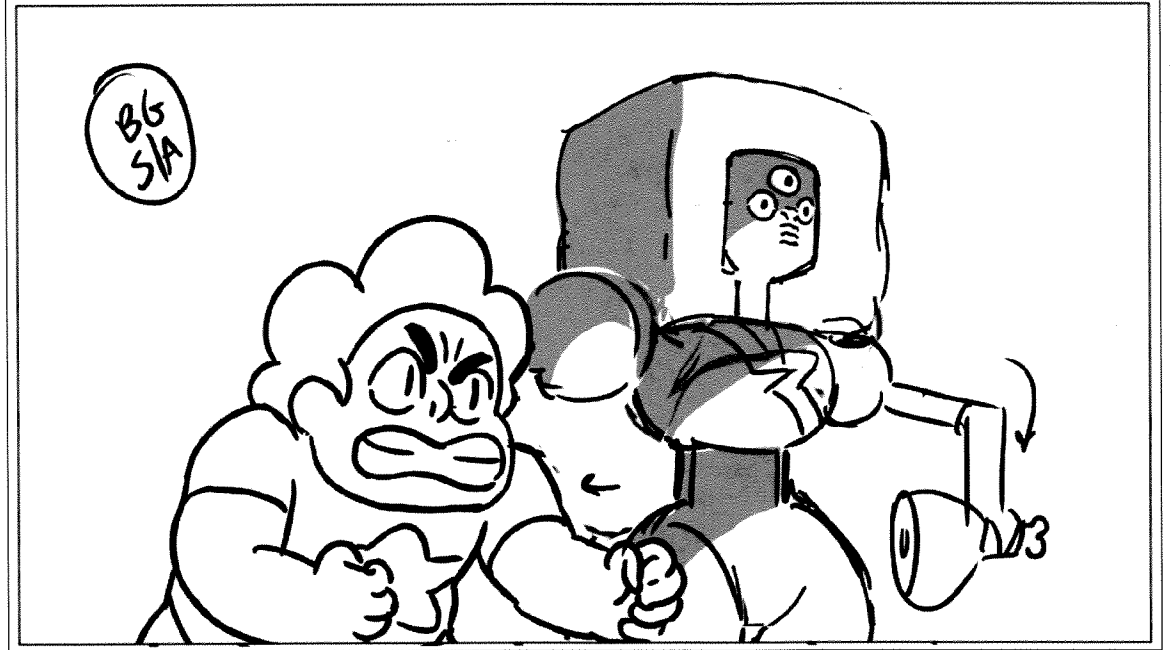
1020-009

Scene	Panel
211	1



Slugging
0.08

Scene	Panel
211	2



Slugging
0.11

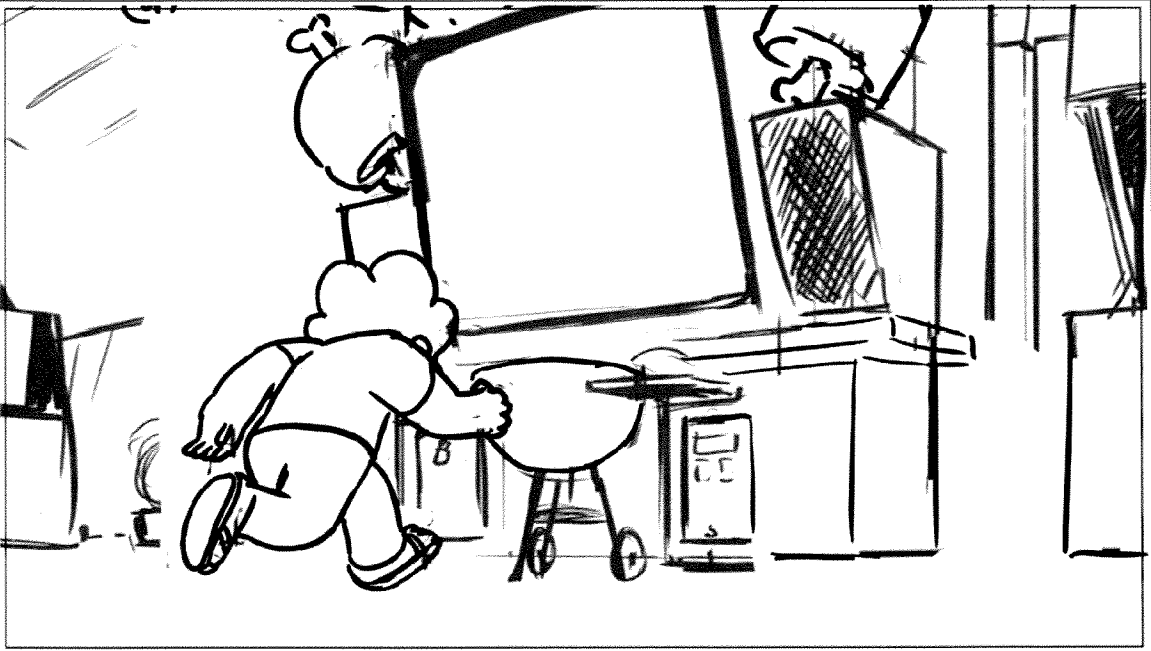
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1020.009

1020.009

Scene 212 Panel 1

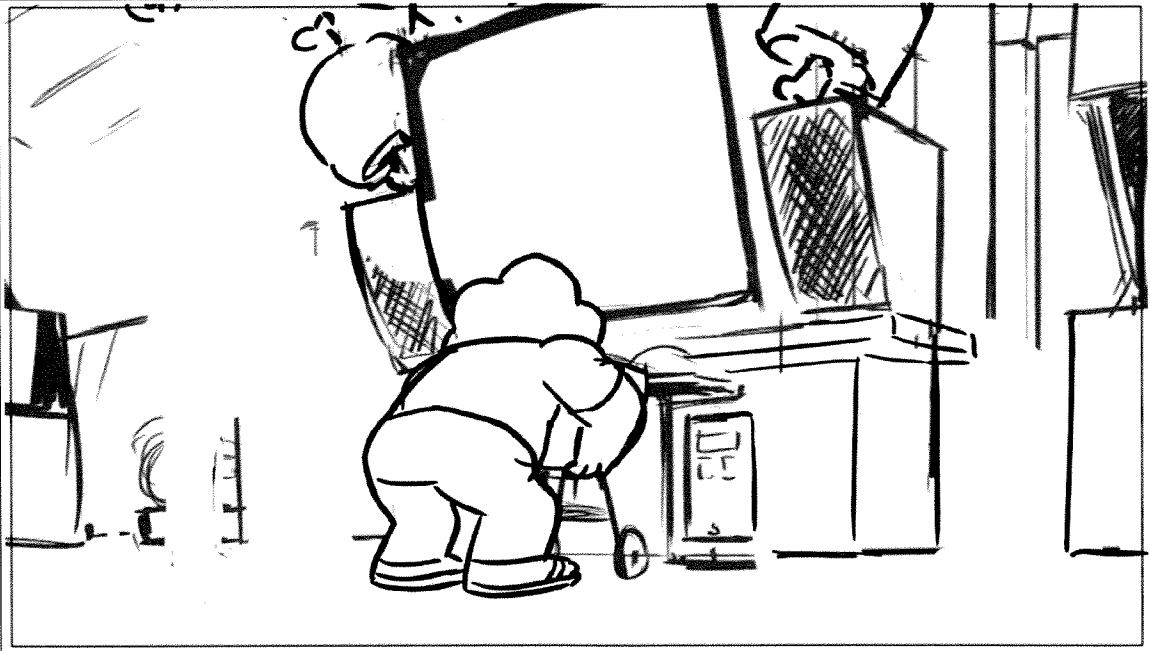


Dialog
STEVEN: LAYING THIS---

Action Notes
Steven walks up to Meat Beat

Slugging
0.11

Scene 212 Panel 2




Dialog
STEVEN: HNNNGHH!

Action Notes
Steven grabs grill on Arcade game

Slugging
1.00

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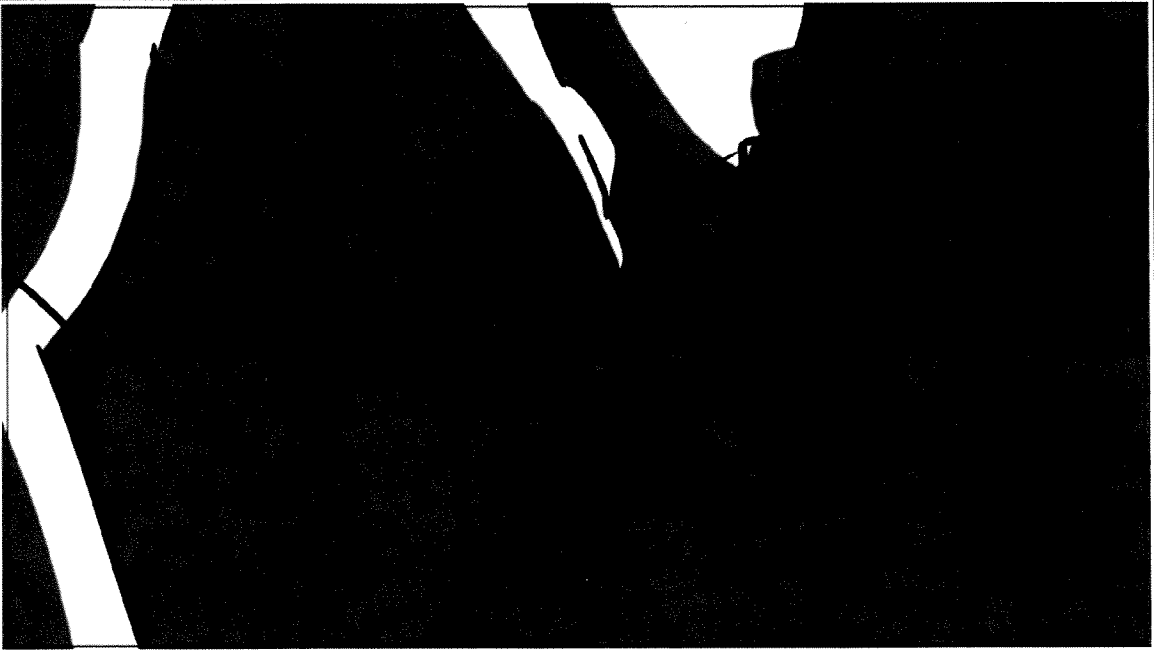
Scene	212	Panel	3
			
Dialog STEVEN: ---HORRIBLE GAME!!!			
Action Notes Steven pulling on grill			
Slugging 4.00			

Scene	213	Panel	1
			
Slugging 1.08			
JUN 17 2013			

1020.009

1020.009

Scene	Panel
213	cont 2



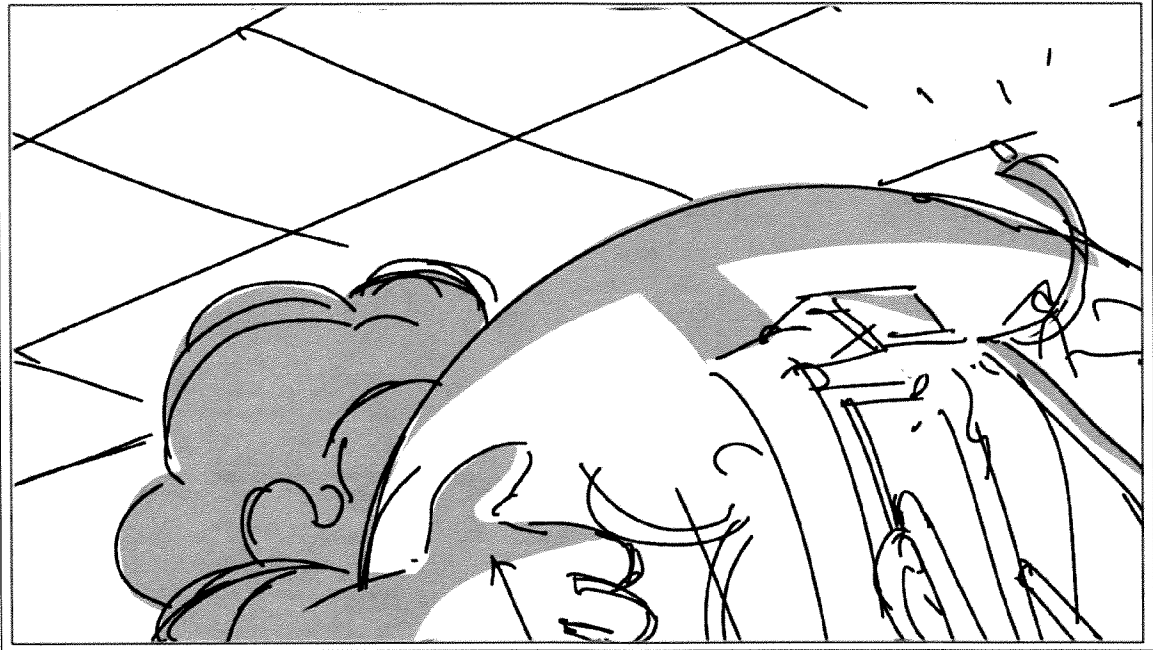
Action Notes

Grill breaks off of Meat Beat

Slugging

1.13

Scene	Panel
214	1



Dialog

STEVEN: NNNNNGH!

Slugging

0.04

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1020-009

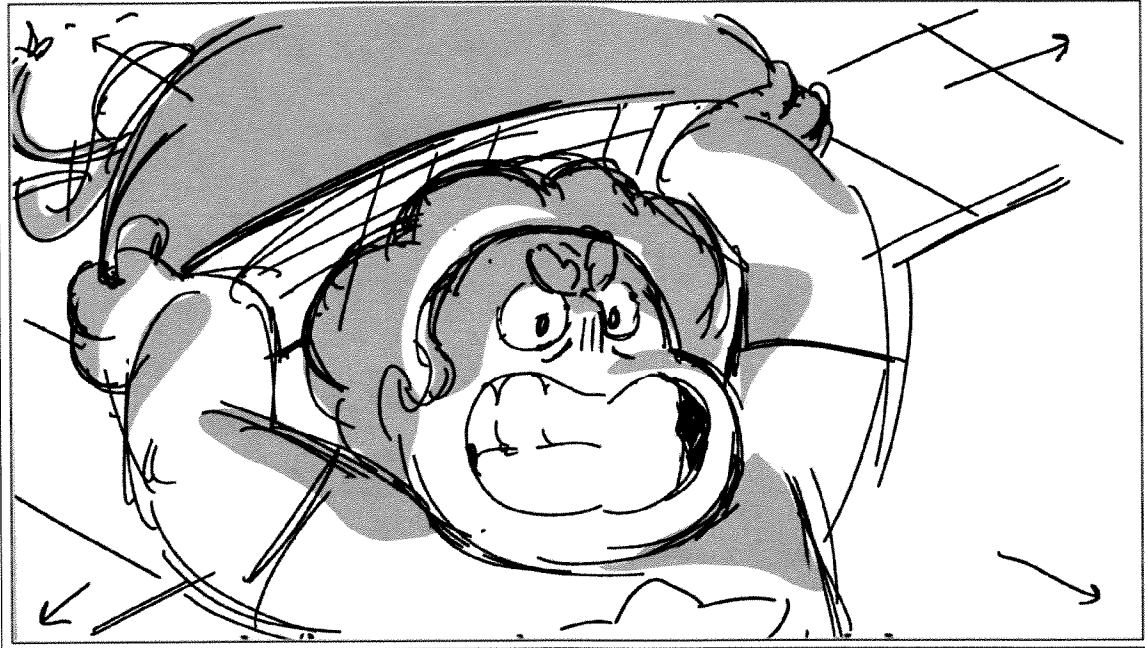
Scene 214 Panel 2
CONT



Dialog
STEVEN: RRRRRGH!

Slugging
0.04

Scene 214 Panel 3
CONT



Dialog
STEVEN: RRRRRRAAAAGH!

Action Notes
Steven raises grill ove=r his head

Slugging
1.10

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1020-009

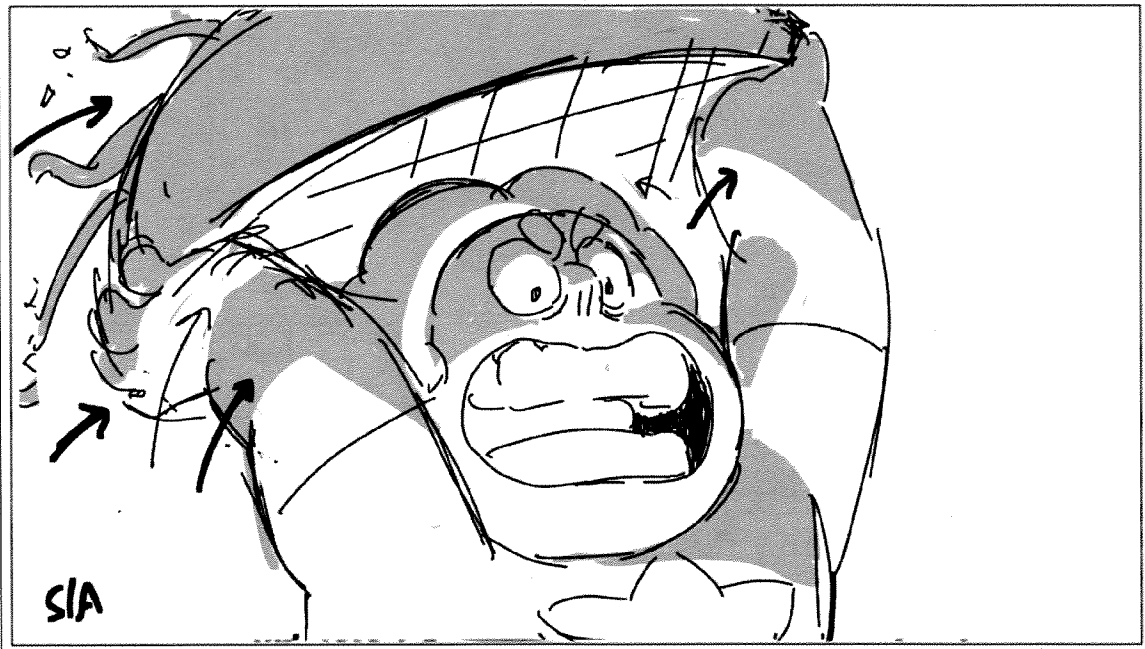
Scene 214 Panel 4



Dialog
STEVEN: AAA---

Slugging
0.04

Scene 214 Panel 5



Dialog
STEVEN: AAHHHHGH!!!

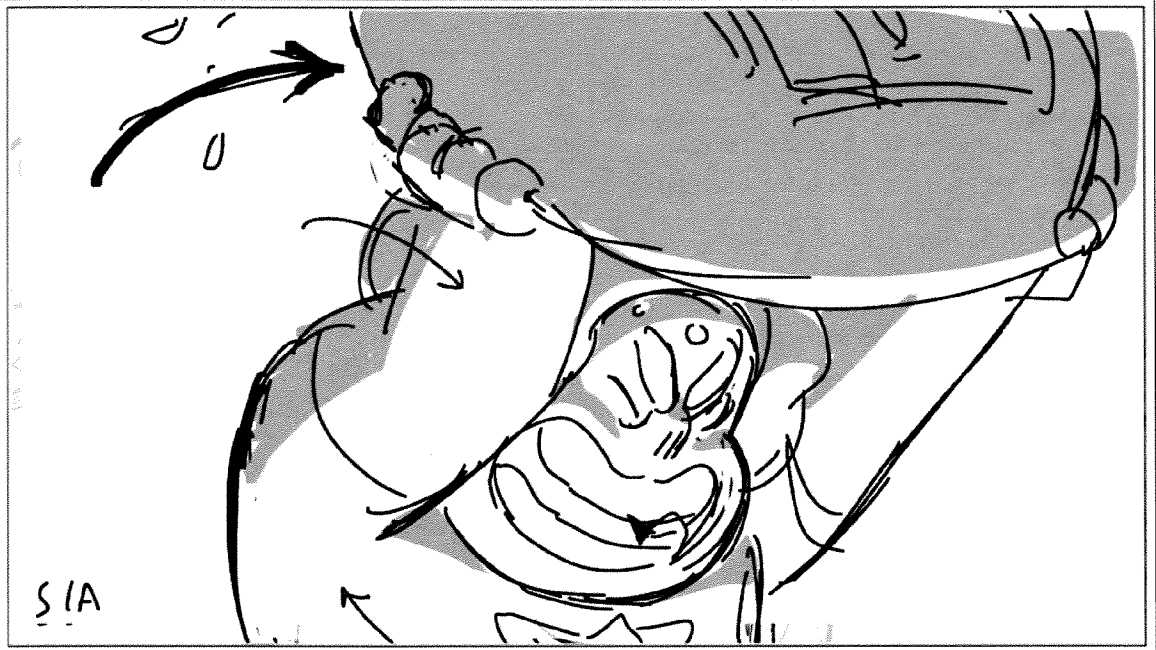
Slugging
0.06

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1020.009

Scene	Panel
214	CONT 6

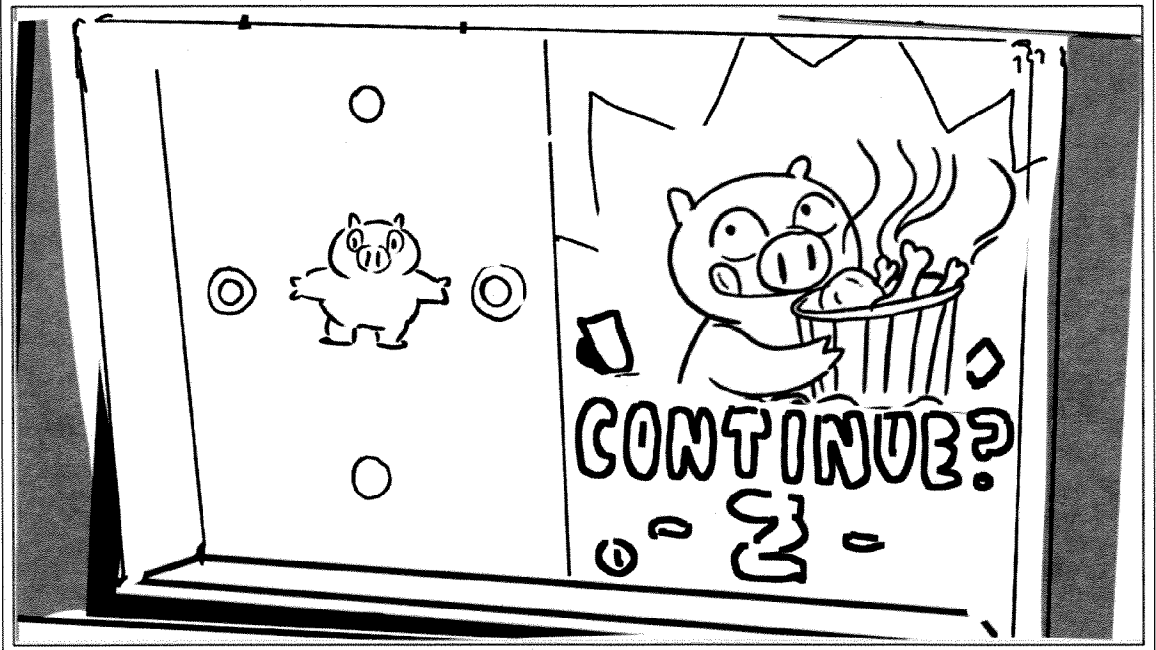


Dialog
STEVEN: AAHHHHGH!!!

Action Notes
Steven swings it down towards Meat Beat

Slugging
0.04

Scene	Panel
215	1



Dialog
STEVEN: AAHHHHGH!!!

Slugging
0.07

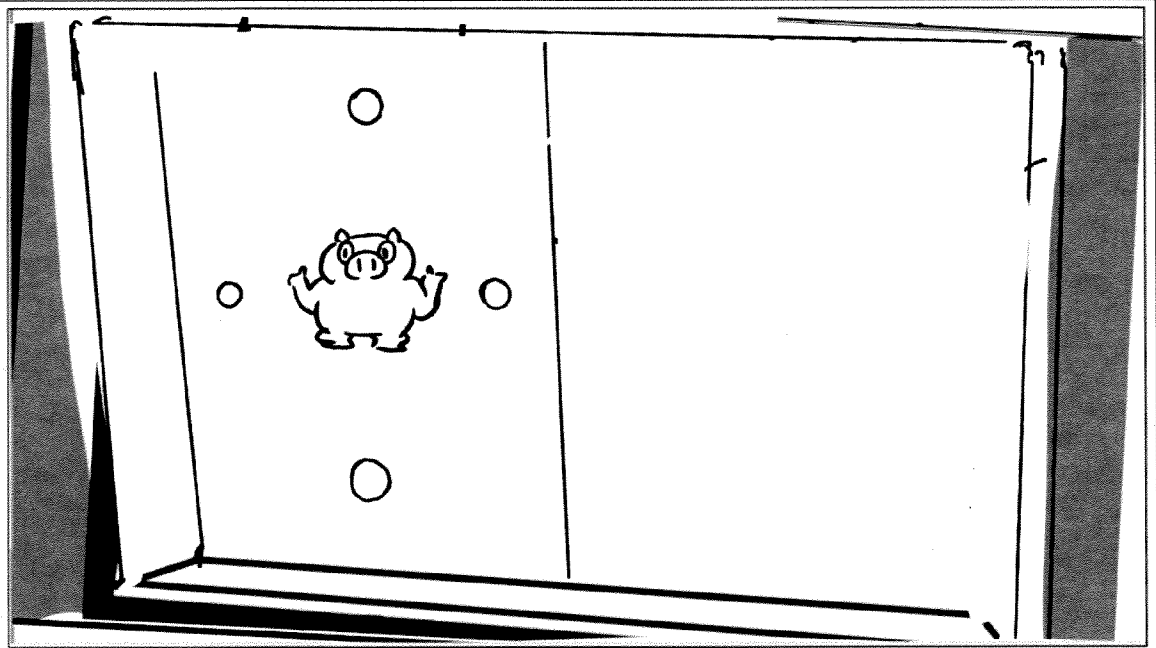
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1020.009

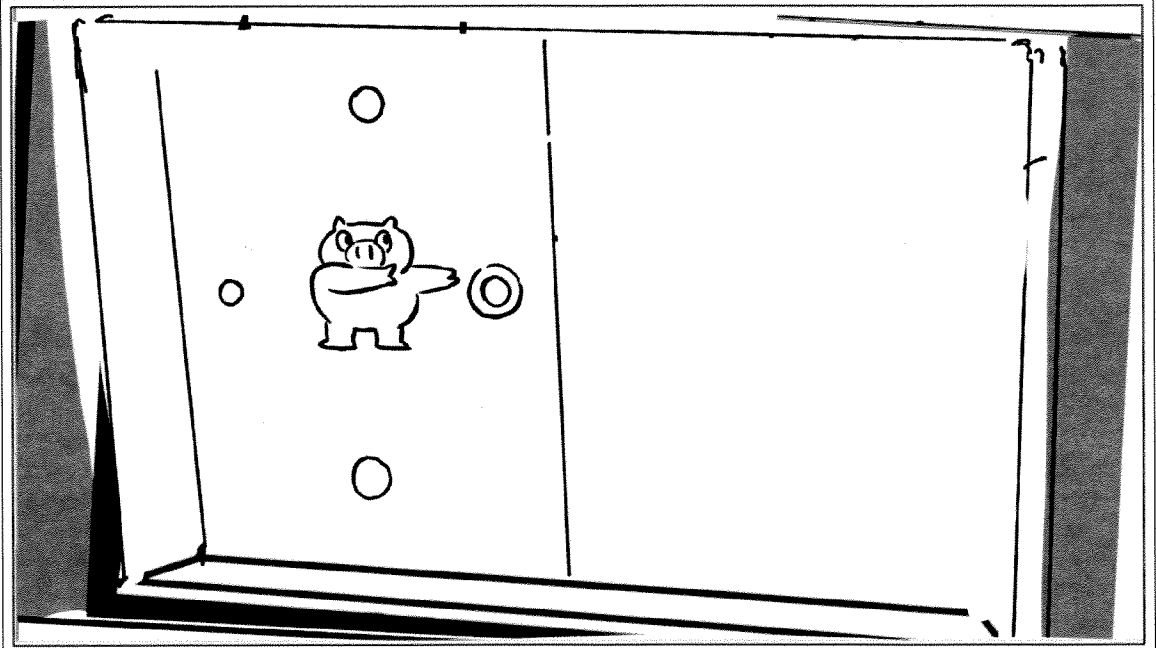
1020.009

Scene 215 Panel 2
CONT



Action Notes
inbetween pose

Scene 215 Panel 3
CONT



Dialog
GAME LET'S MEAT IT!

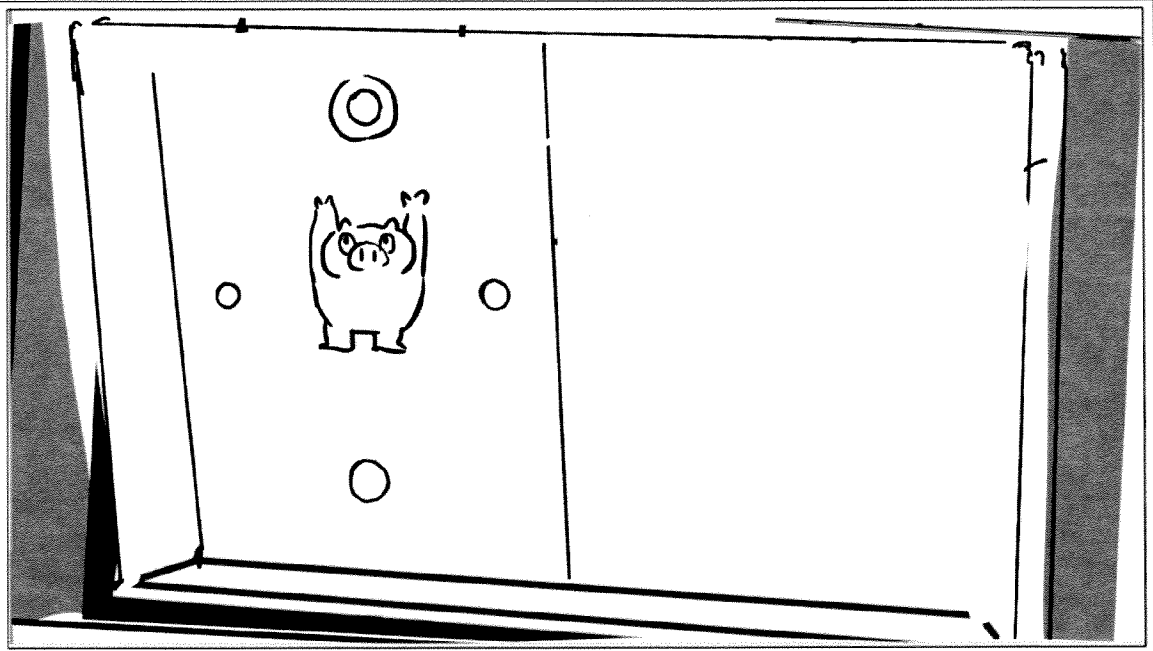
Action Notes
Panels 3-7 cycle randomly, panel 2 is an inbetween pose
screenshot

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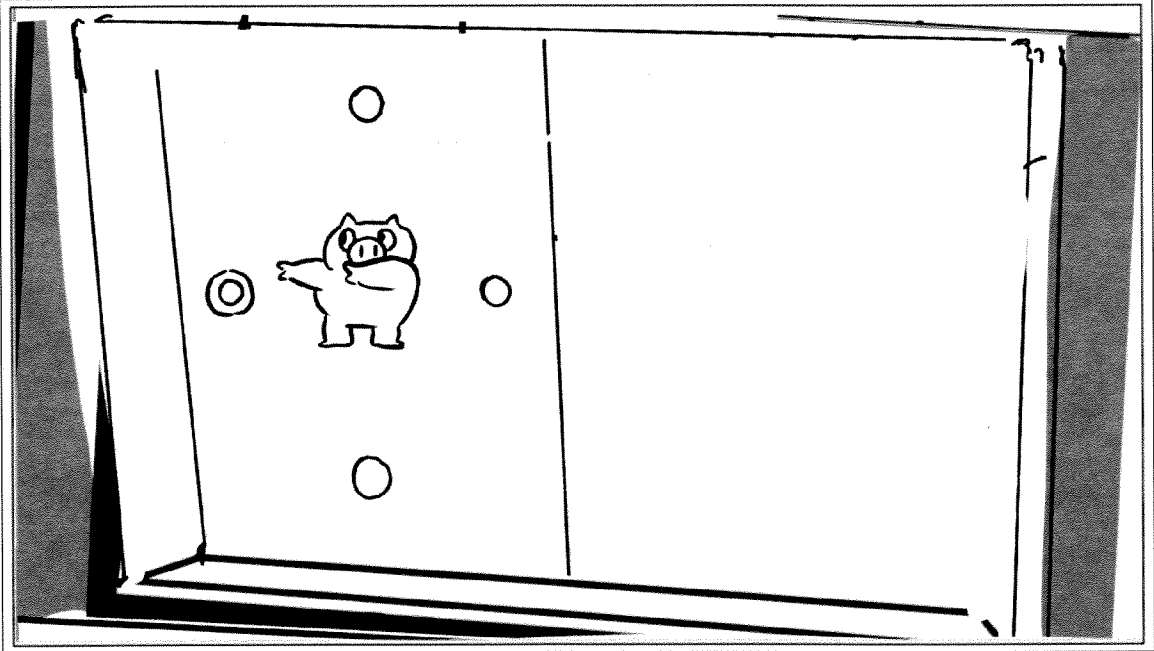
Scene 215 Panel 4



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 215 Panel 5

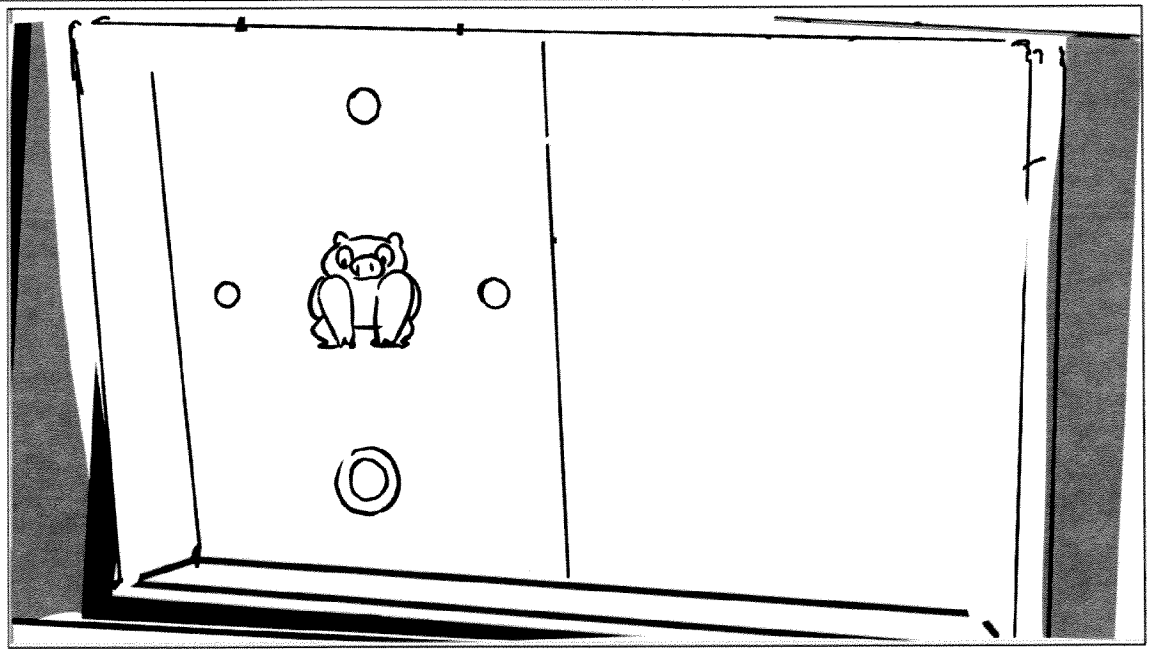


Dialog
GAME LET'S MEAT IT!

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Action Notes
screenshot

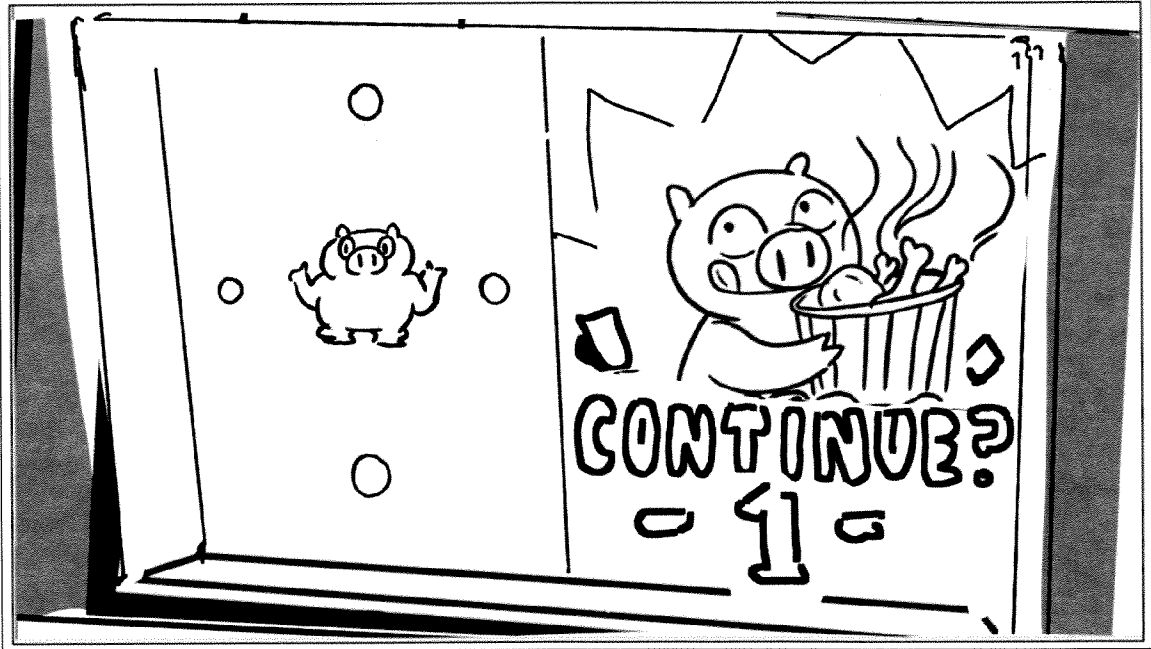
Scene 215 Panel 6



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 215 Panel 7



Slugging
0.06

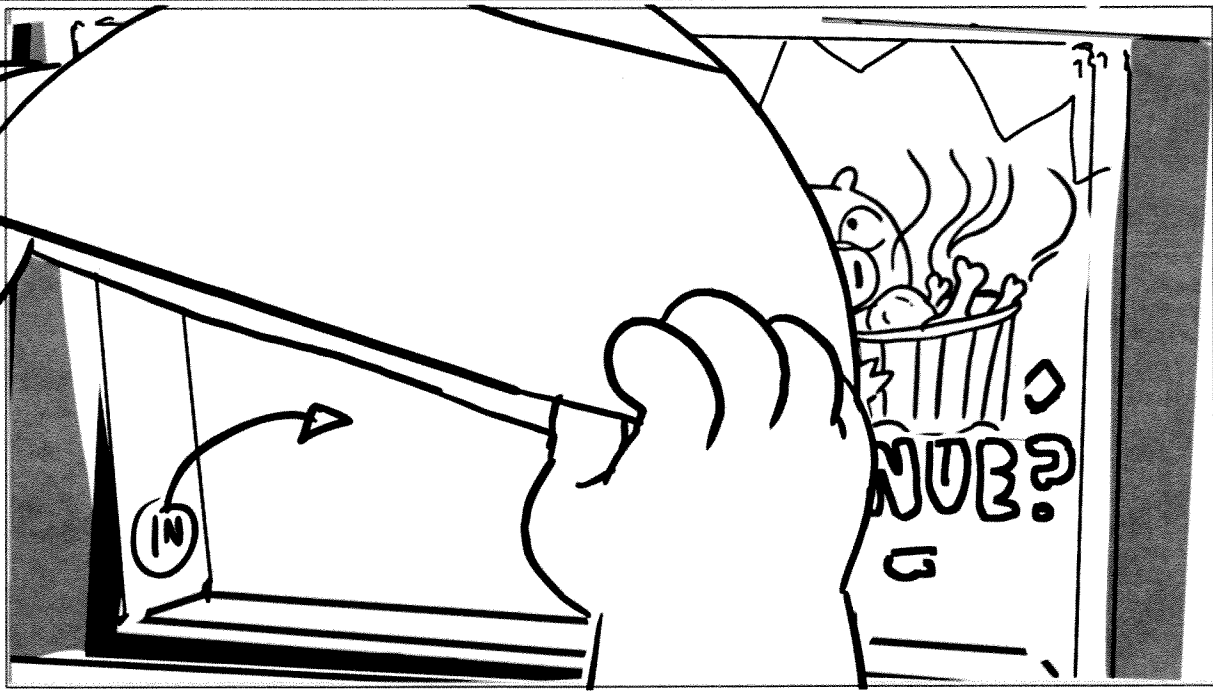
JUN 17 2013

1020.009

1020.009

NO SC
216

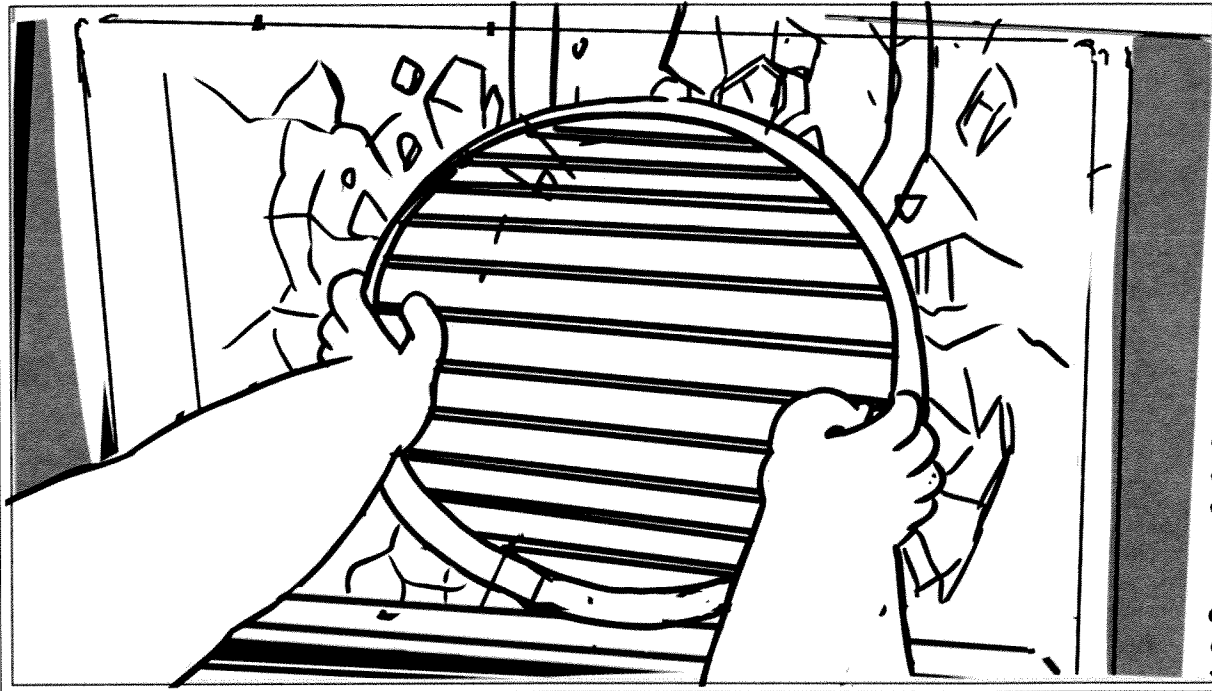
Scene 215 CONT Panel 8



Dialog
STEVEN: AAHHHHGH!!!

Slugging
Panels 1 + 2 = 1.09

Scene 215 CONT Panel 9



Dialog
STEVEN: AAHHHHGH!!!

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Scene 217 Panel 1



Dialog
STEVEN: AAA---

Slugging
Panels 1 + 2 = 0.10

Scene 217 Panel 2



Dialog
STEVEN: AAA---

Action Notes
Steven pulls grill back

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1020.009

1020.009

Scene 217 Panel 3



Dialog
STEVEN: AHHHHGH!!!

Action Notes
Steven smashes grill down

Slugging
1.04

Scene 217 Panel 4



Dialog
STEVEN: AAA---

Action Notes
Steven pulls grill back

Slugging
0.14

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1020.009

1020.009

Scene	217	Panel	5
CONT			
Dialog			
STEVEN: AAHHHHGH!!!			
Action Notes			
Steven smashes grill down			
Slugging			
0.04			

Scene	217	Panel	6
CONT			
Action Notes			
Steven stops hitting the machine			
Slugging			
1.02			
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1020.009

1020.009

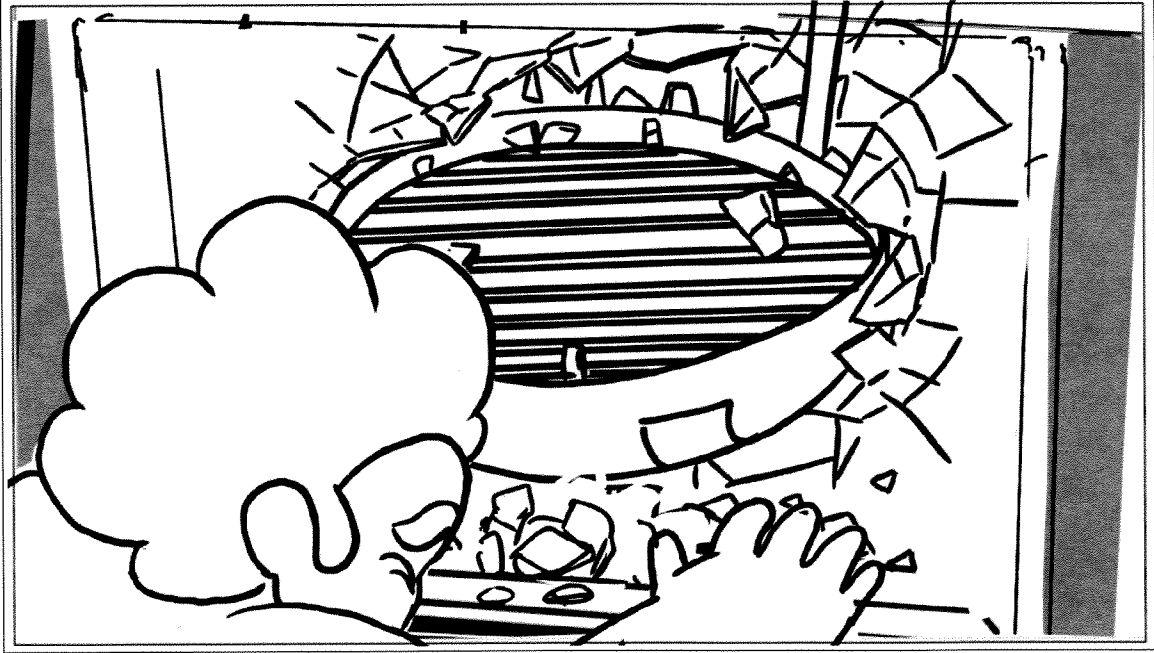
1020.009

Scene	Panel
217	<i>cont</i>



Slugging
2.01

Scene	Panel
218	1



Slugging
1.03

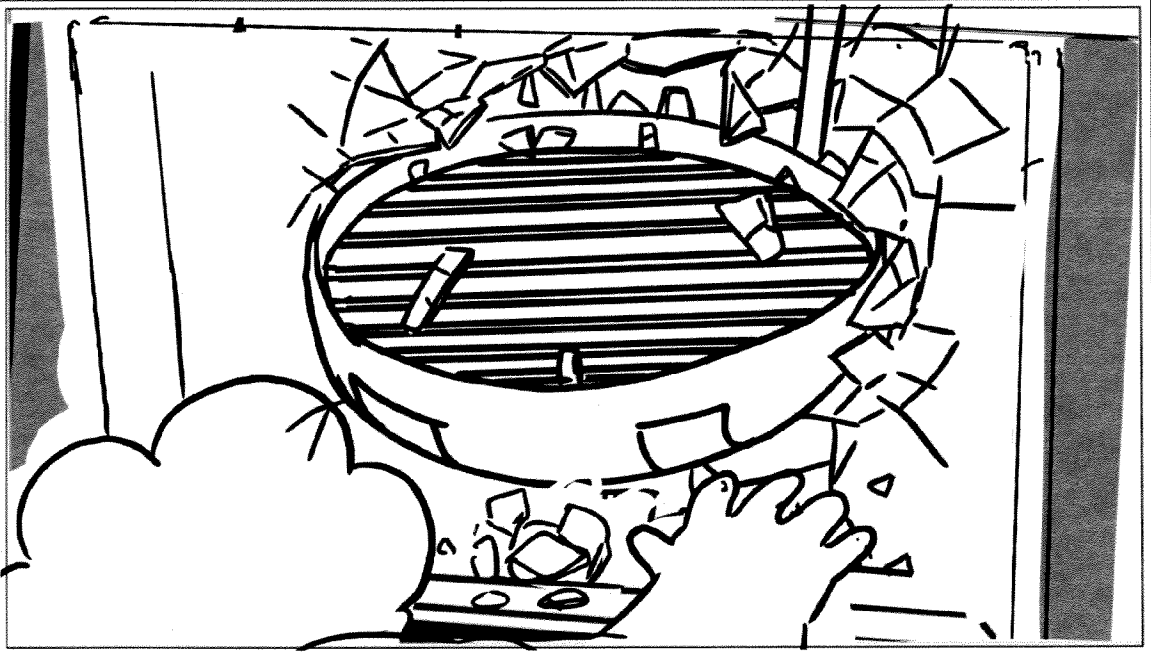
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1020.009

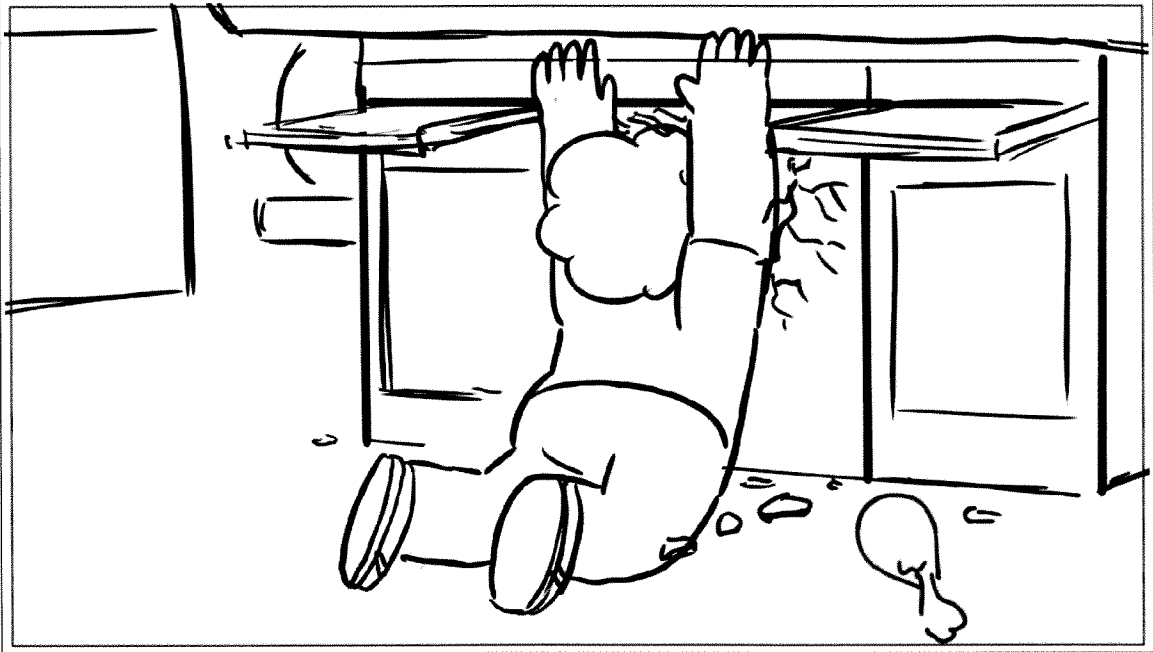
1020.009

Scene	Panel
218	cont
	2



Slugging
0.15

Scene	Panel
219	
	1



Action Notes
Steven sinks down

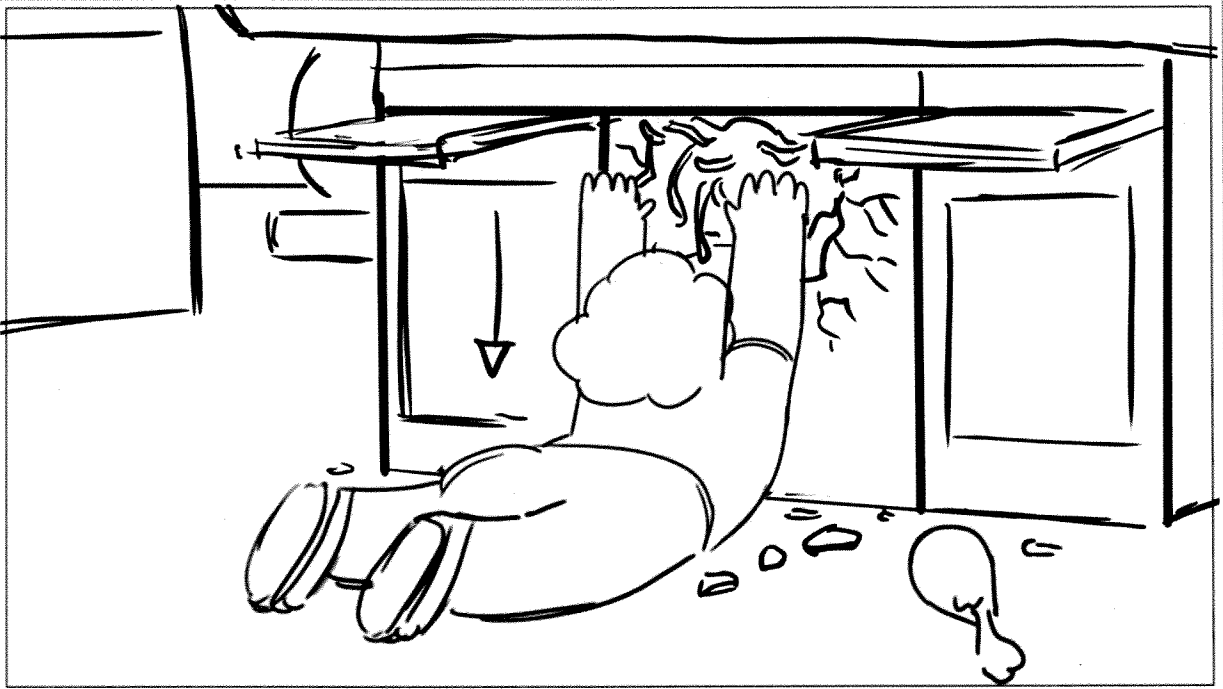
Slugging
Panels 1 + 2 = 1.15

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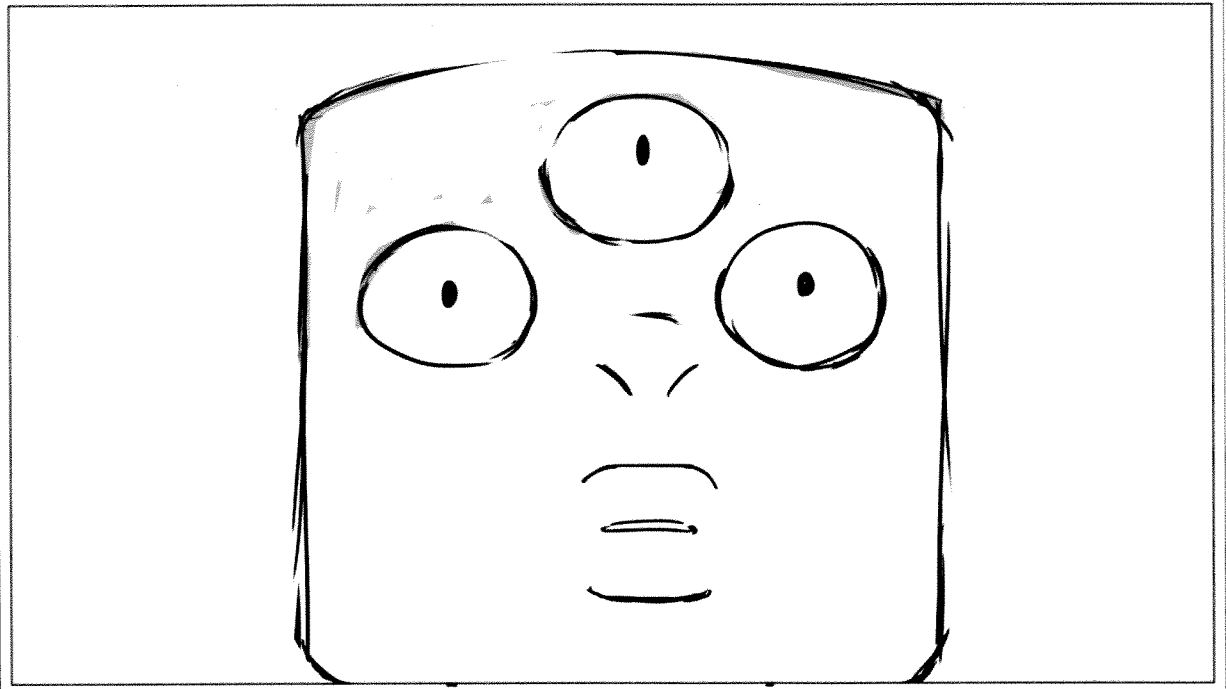
1020.009

Scene	Panel
219	CONT
	2



Action Notes
Steven sinks down

Scene	Panel
220	
	1



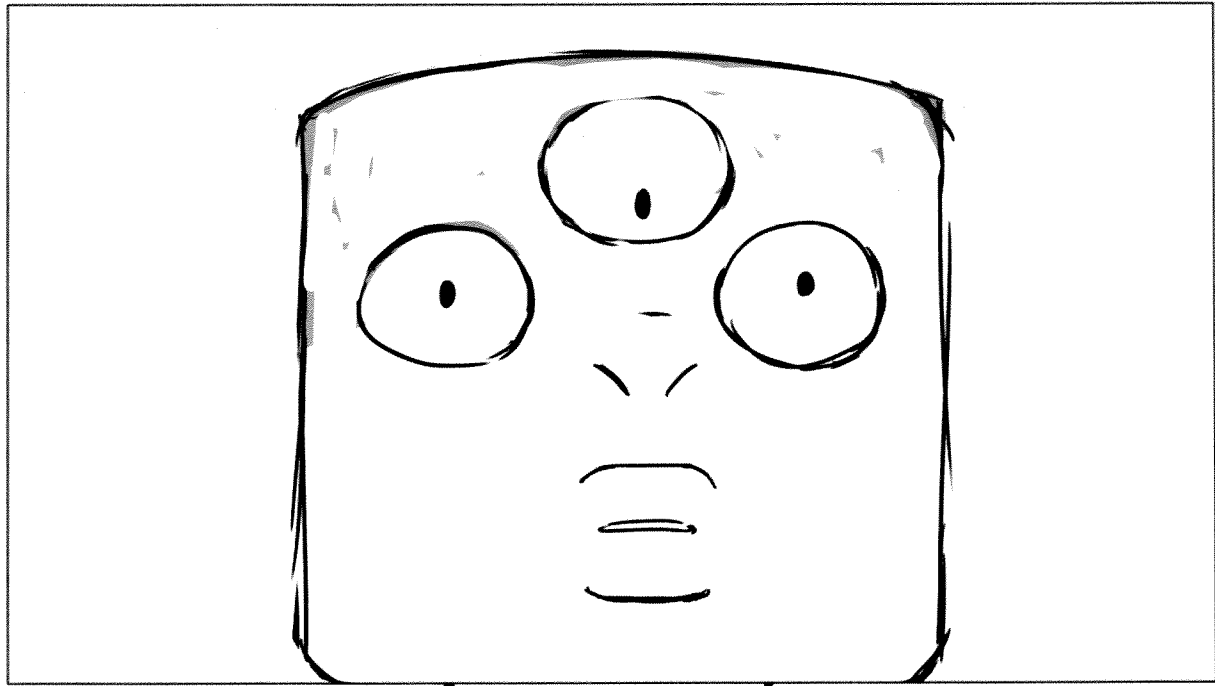
Slugging
0.09

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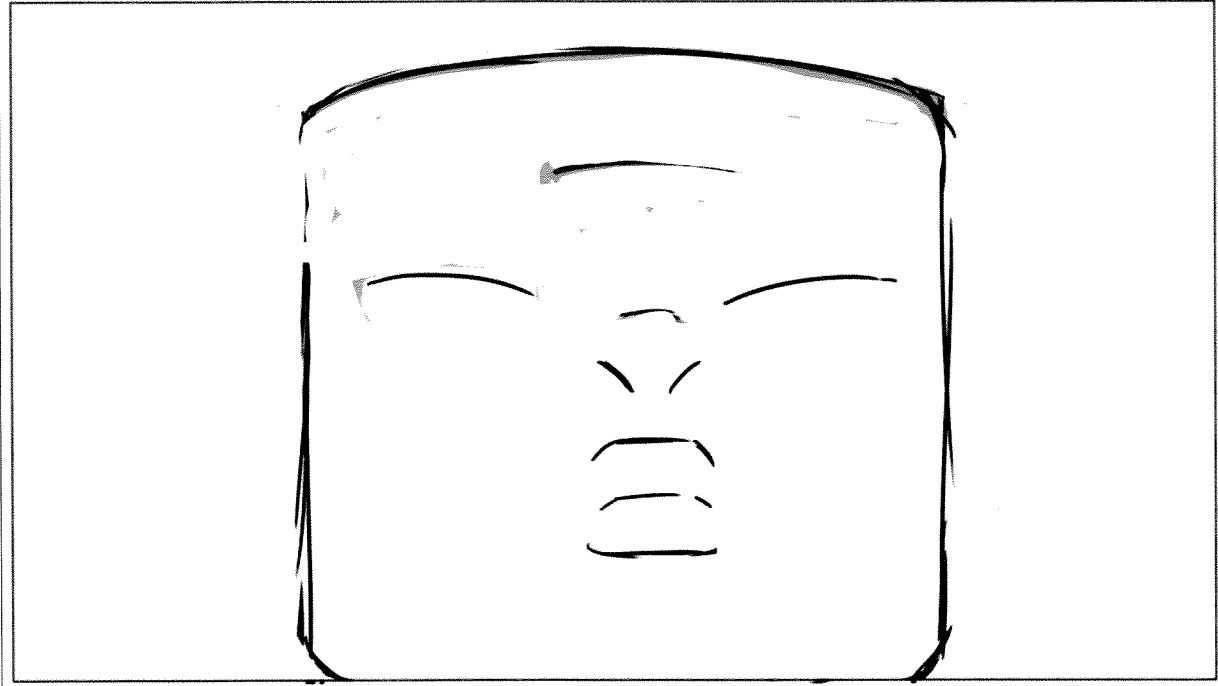
1020.009

Scene 220 Panel 2
CONT



Slugging
1.04

Scene 220 Panel 3
CONT



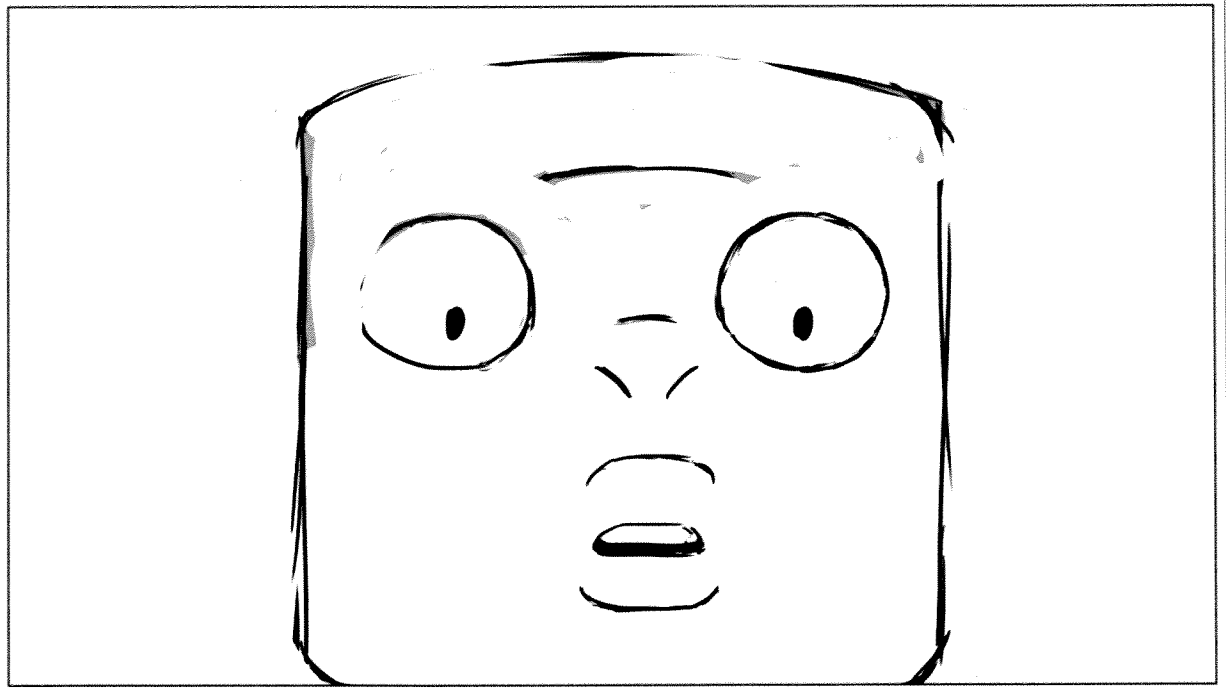
Slugging
0.05

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Scene	Panel
220	4



Dialog
GARNET: STEVEN!

Slugging
1.05

Scene	Panel
221	1

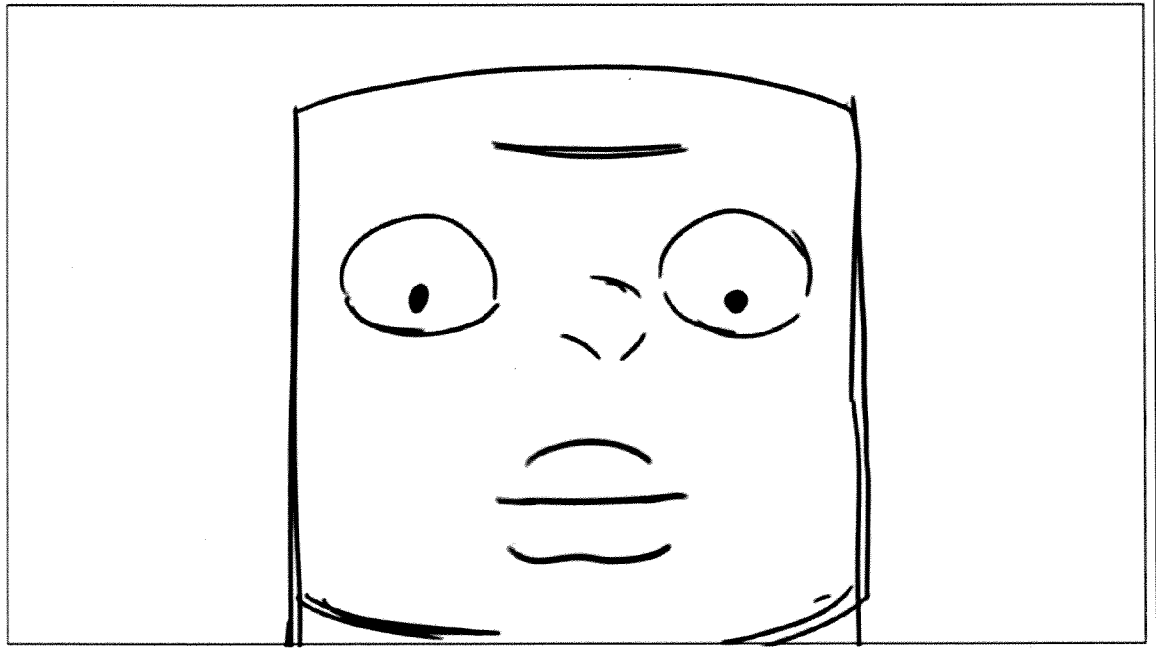


Dialog
STEVEN: GARNET!!!

Slugging
1.07

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Scene	Panel
222	1



Slugging
0.11

Scene	Panel
222	2



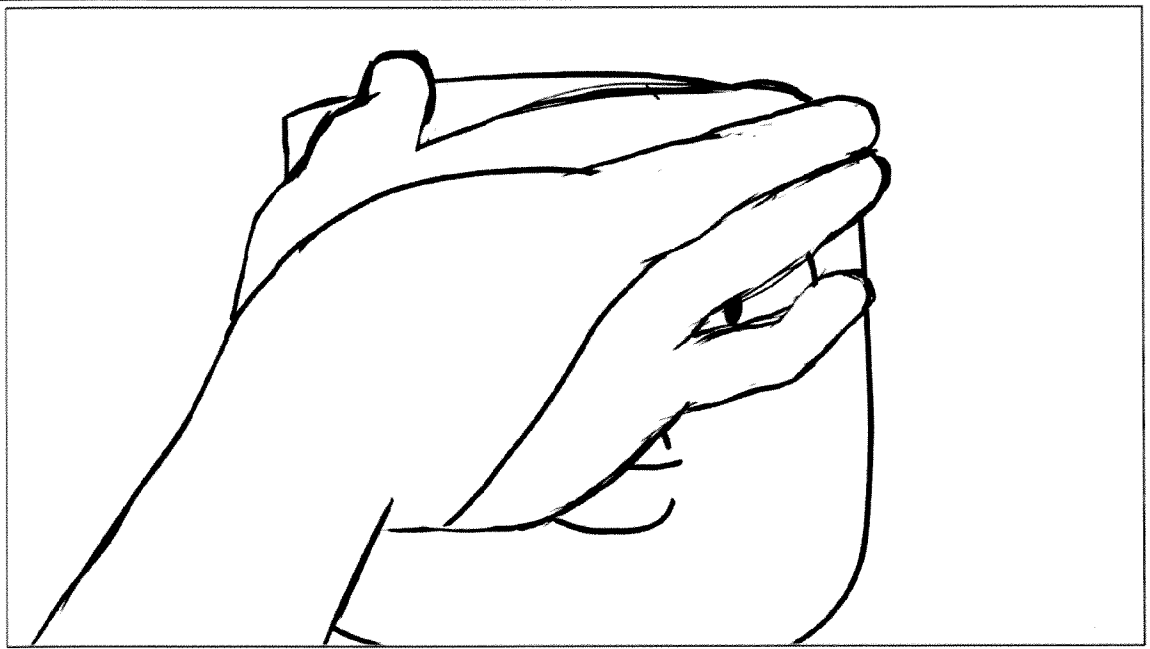
Slugging
0.08

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1020.009

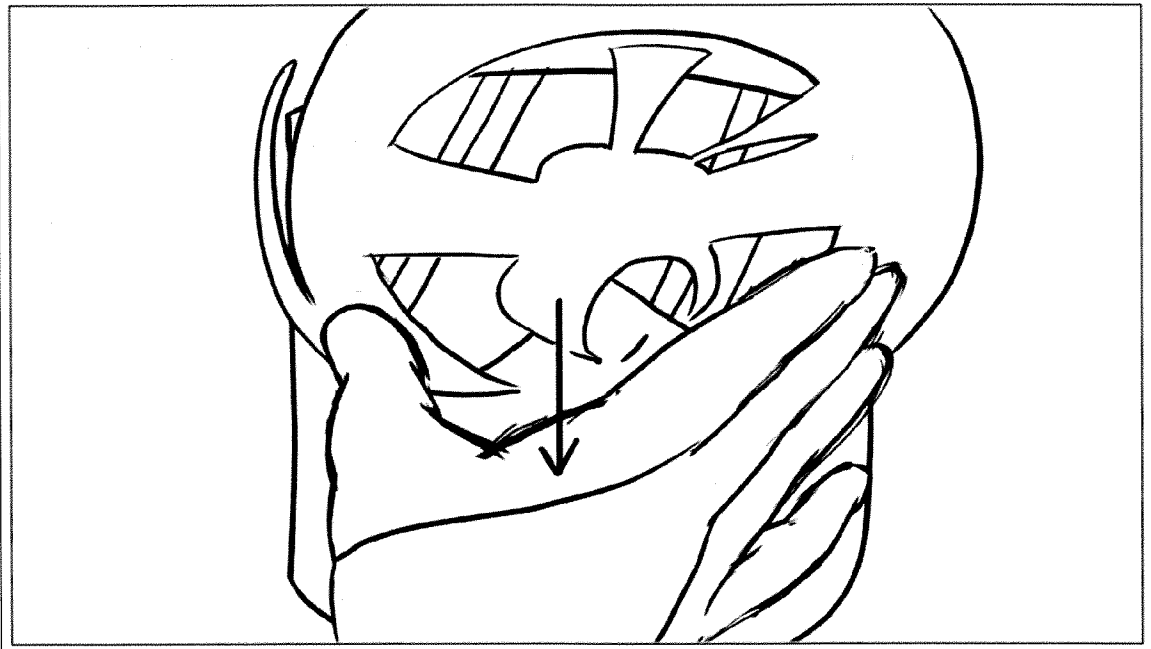
1020.009

Scene 222 Panel 3
CONT



Slugging
1.02

Scene 222 Panel 4
CONT



Action Notes
Garnet pulls glasses down over her eyes

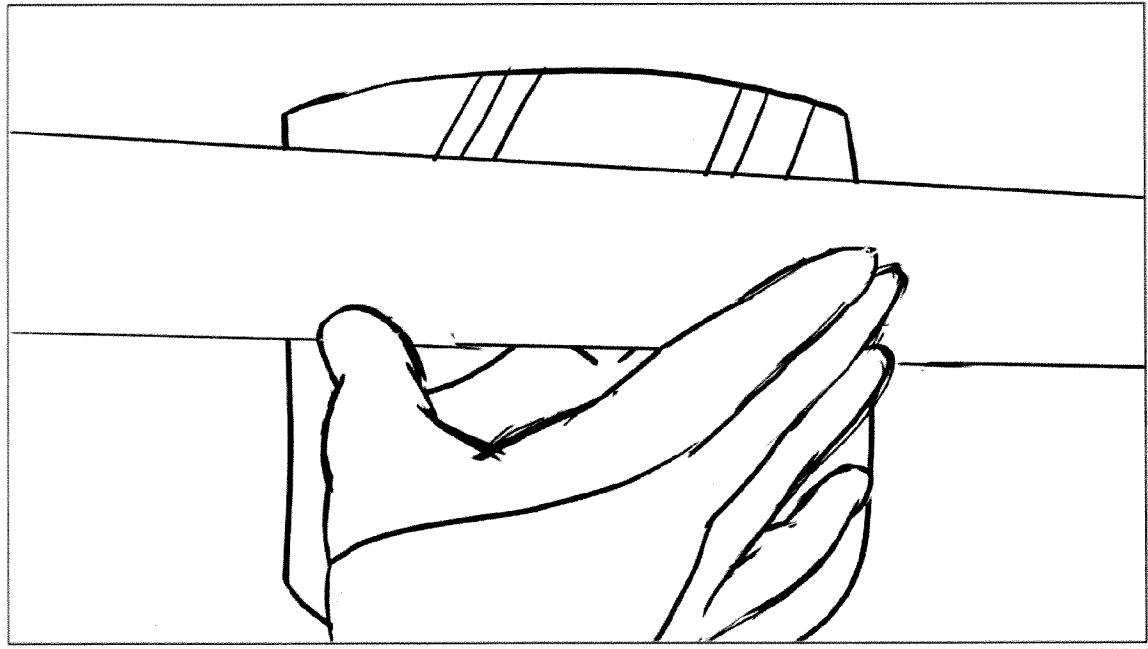
Slugging
0.04

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1020.009

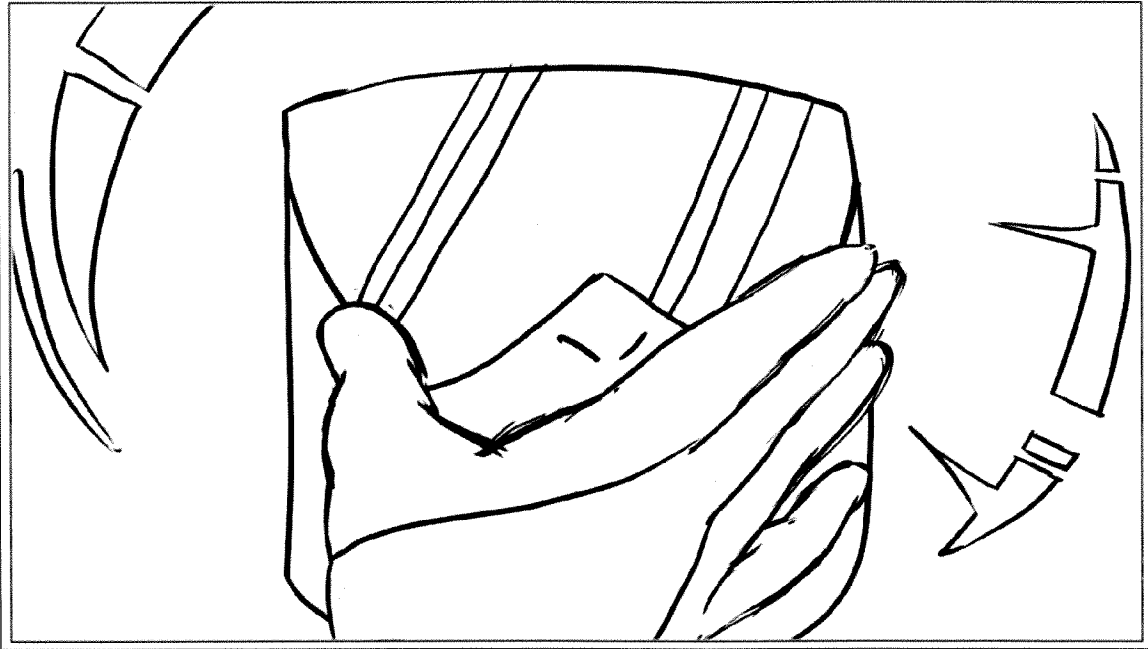
Scene 222 Panel 5
CONT



Action Notes
Light shines over her glasses

Slugging
0.04

Scene 222 Panel 6
CONT



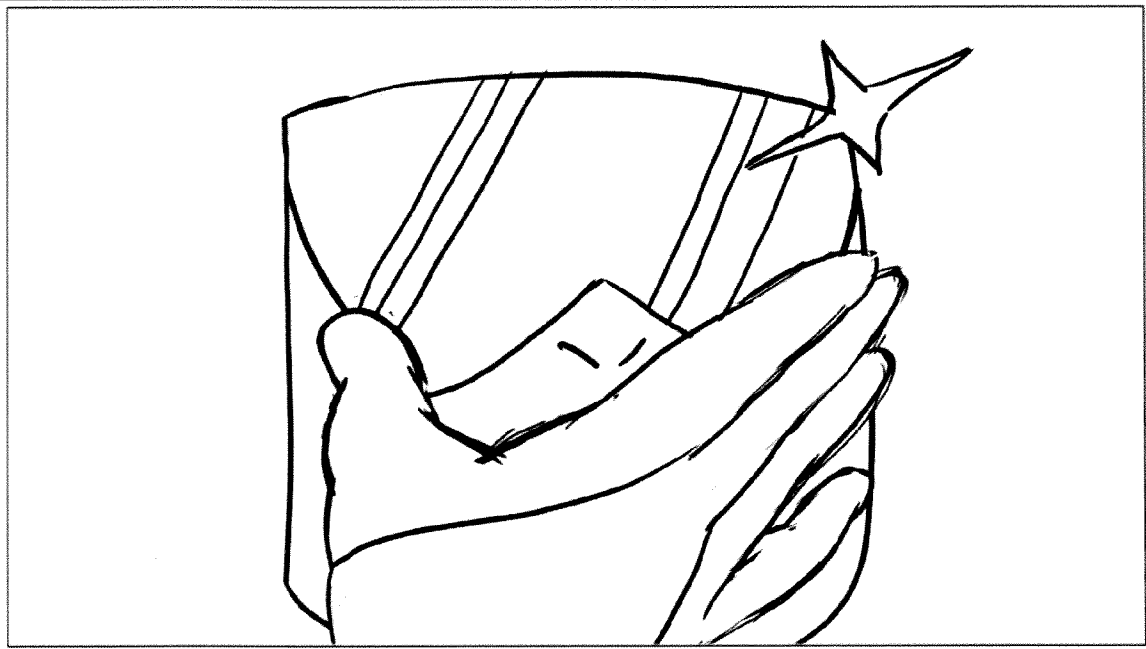
Slugging
0.04

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1020.009

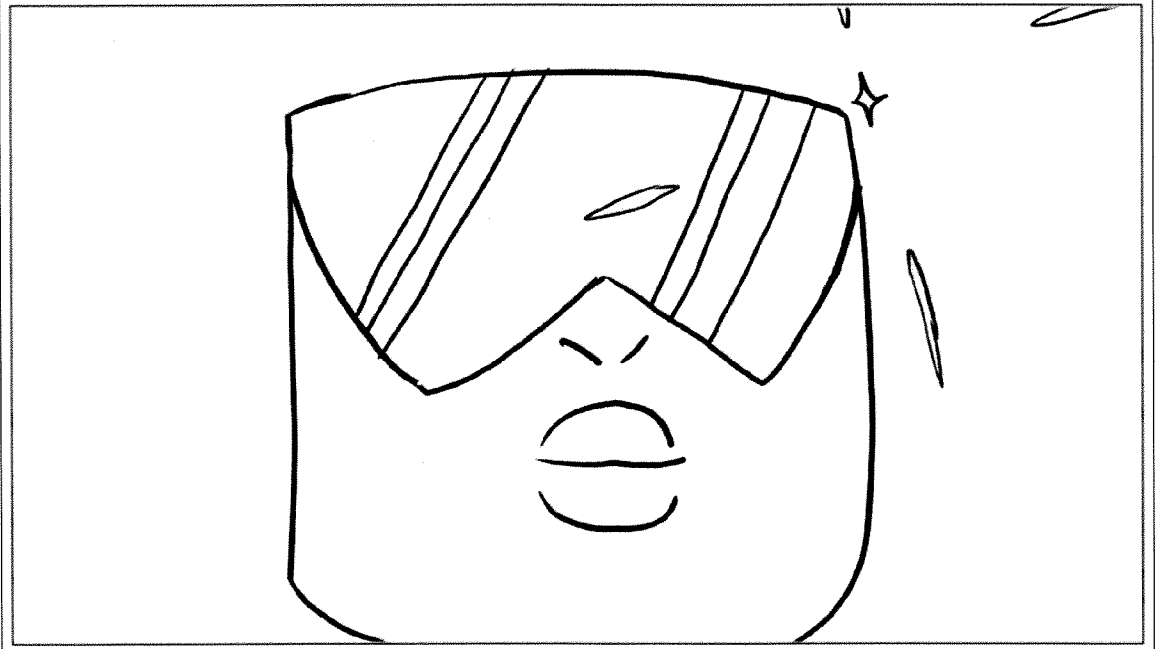
1020.009

Scene	Panel	
222	cont	7



Slugging
0.10

Scene	Panel	
222	cont	8



Action Notes
Light disappears

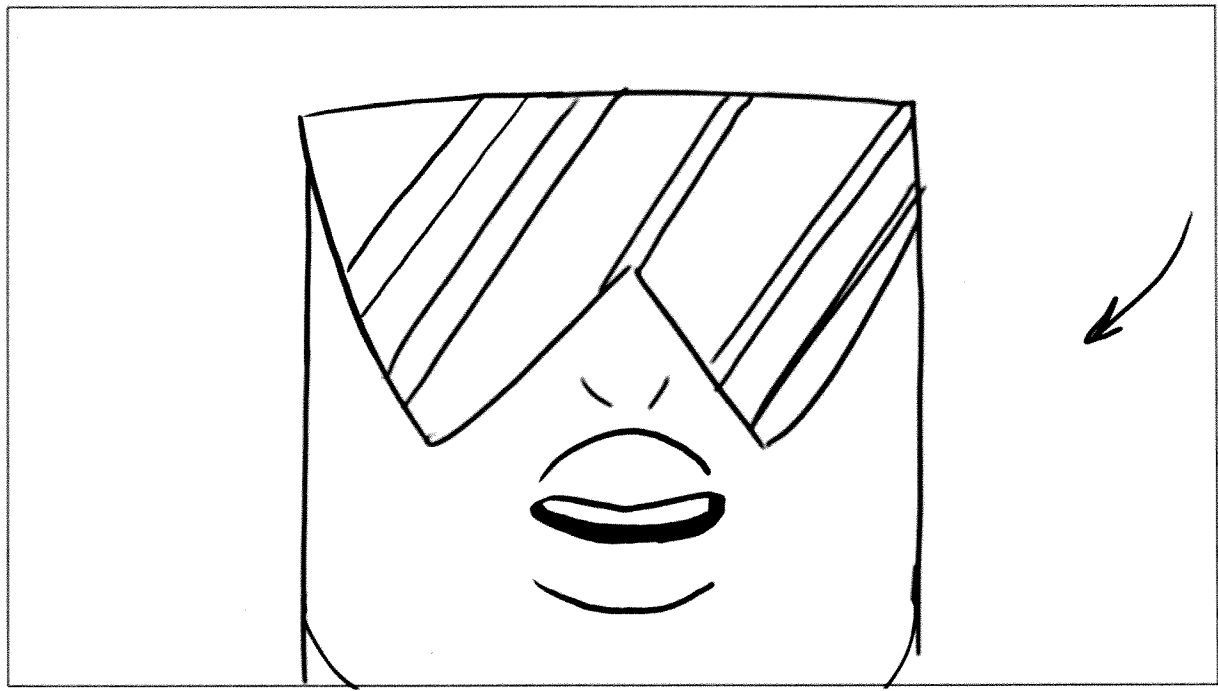
Slugging
0.12

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1020.009

1020.009

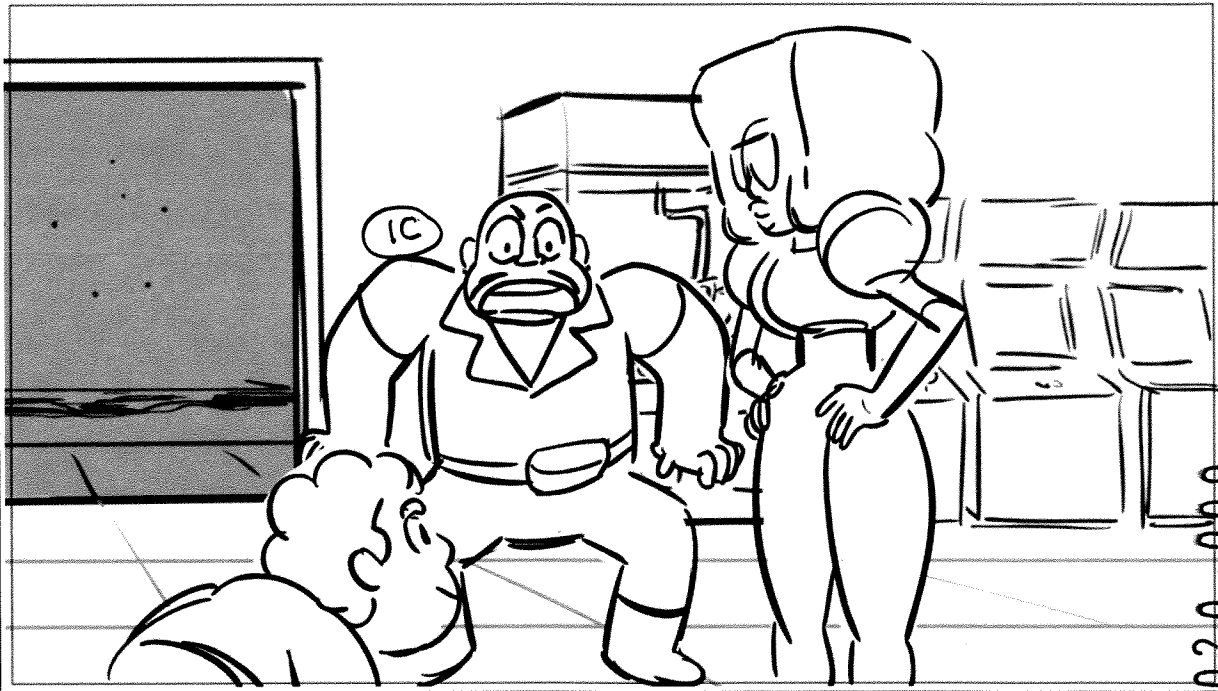
Scene	Panel
222	CONT 9



Dialog
GARNET: YOU WON.

Slugging
1.13

Scene	Panel
223	1



Dialog
MR. SMILEY: EHH--- EHHH?!!

Action Notes
Same BG as SCENE 90

Slugging
2.14

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Scene	Panel
224	1



Dialog

MR. SMILEY: IT WAS YOU!!?

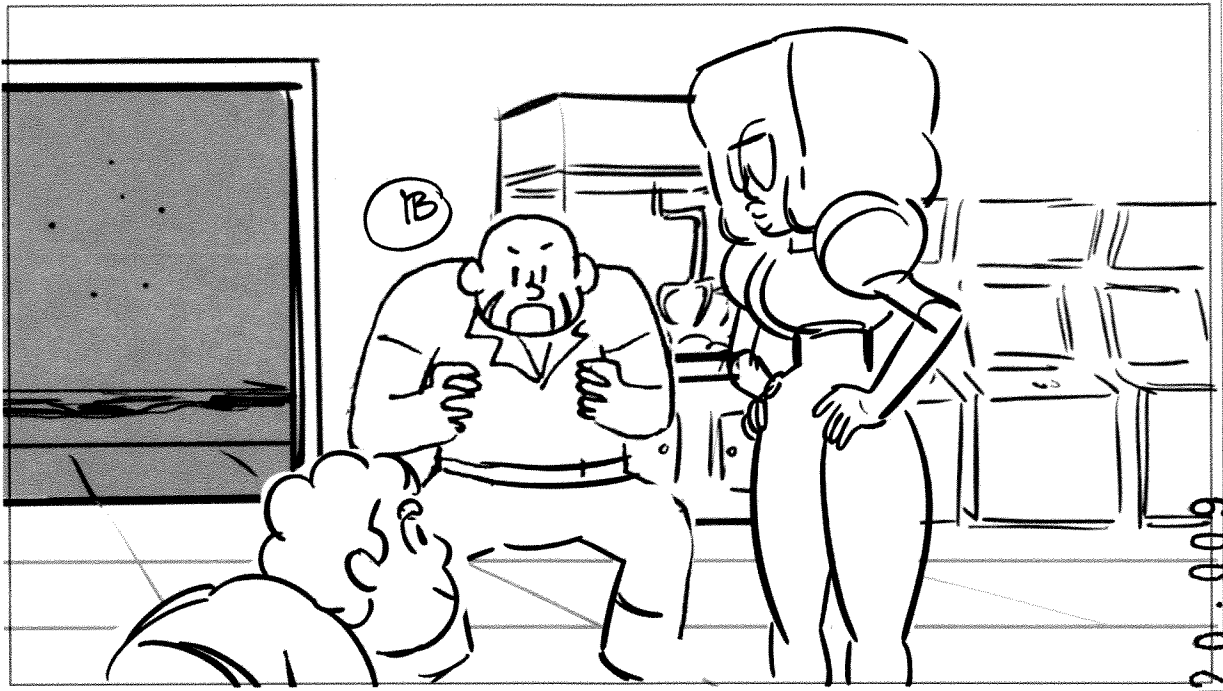
Action Notes

Mr Smiley shakes with anger

Slugging

1.14

Scene	Panel
225	1



Dialog

MR. SMILEY: YOU'VE BEEN BREAKIN' MY GAMES!!!

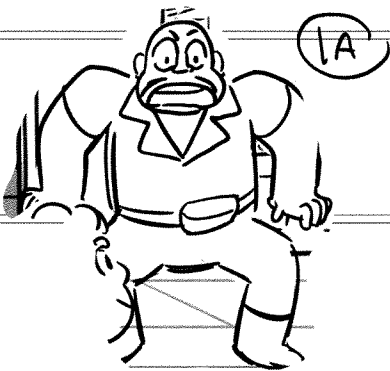
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Action Notes

Same BG as SCENE 90

Slugging

Panels 1 + 2 = 3.01



Scene 225 Panel 2
CONT



Dialog
MR. SMILEY: YOU'VE BEEN BREAKIN' MY GAMES!!!

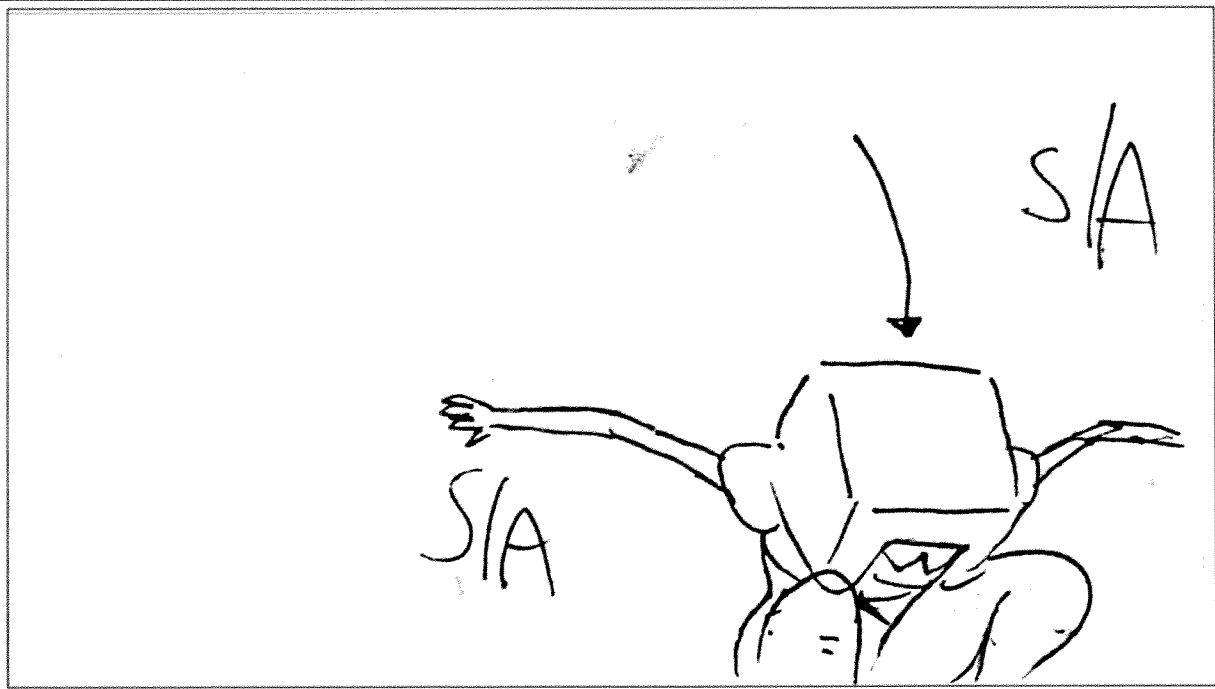
Scene 225 Panel 3
CONT



Slugging
0.12

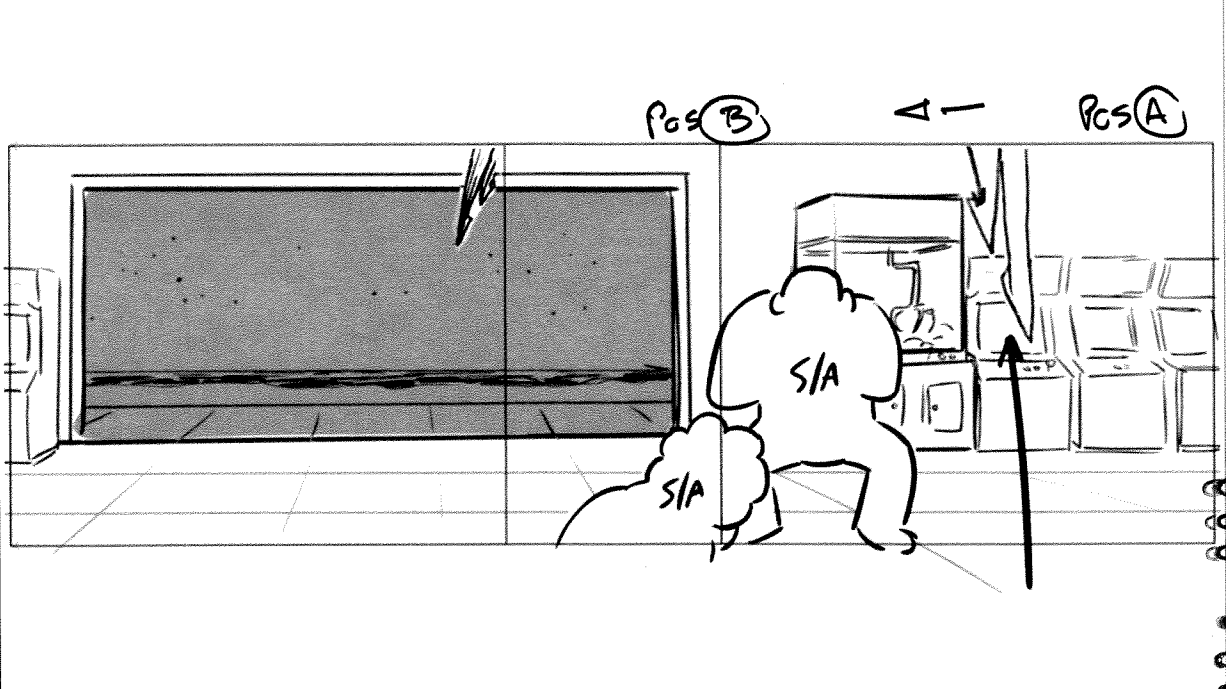
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Scene 225 Panel 4
CONT



Slugging
0.10

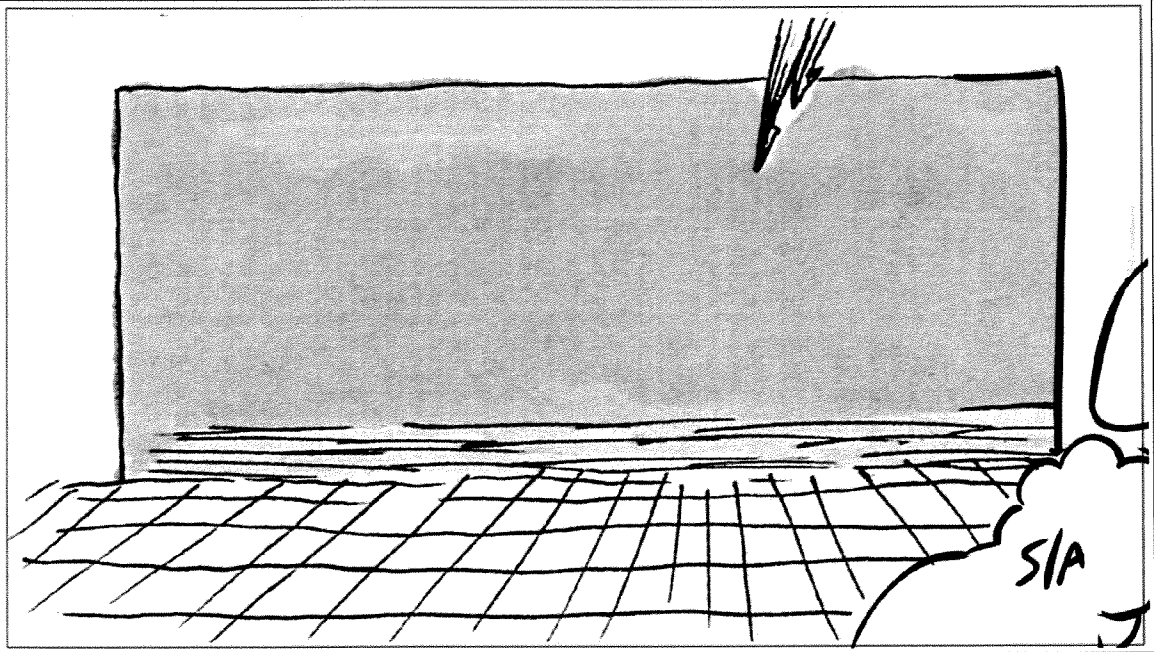
Scene 225 Panel 5
CONT



Slugging
ADJ: 0.08

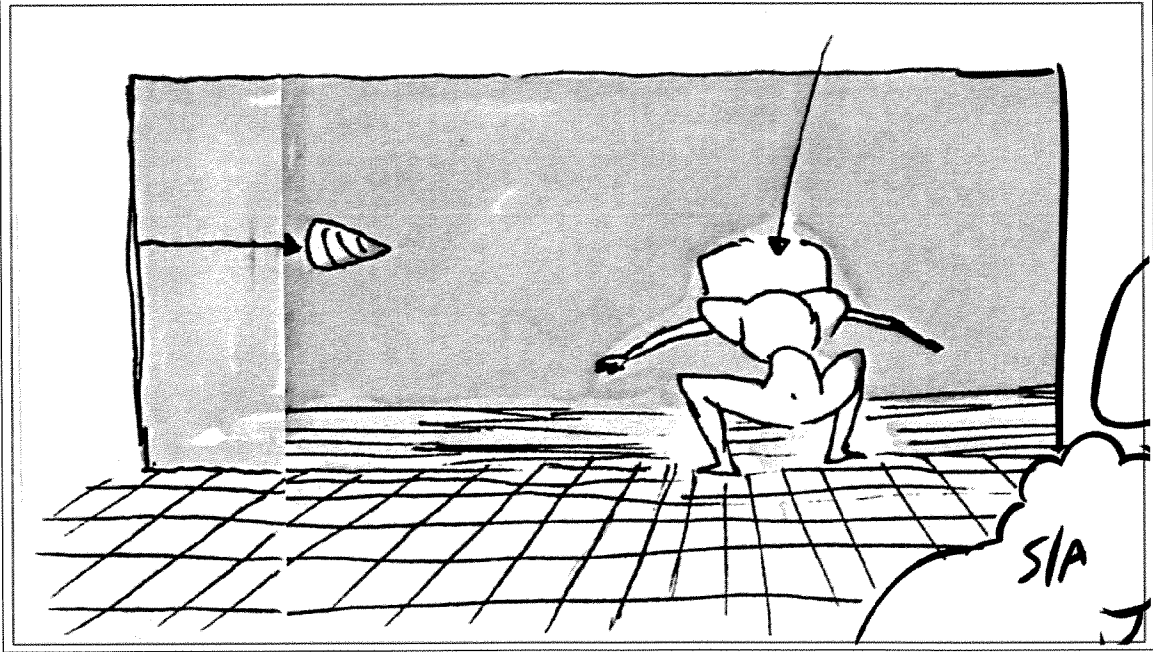
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Scene 225 Panel 6
CONT



Slugging
0.10

Scene 225 Panel 7
CONT



Slugging
0.14

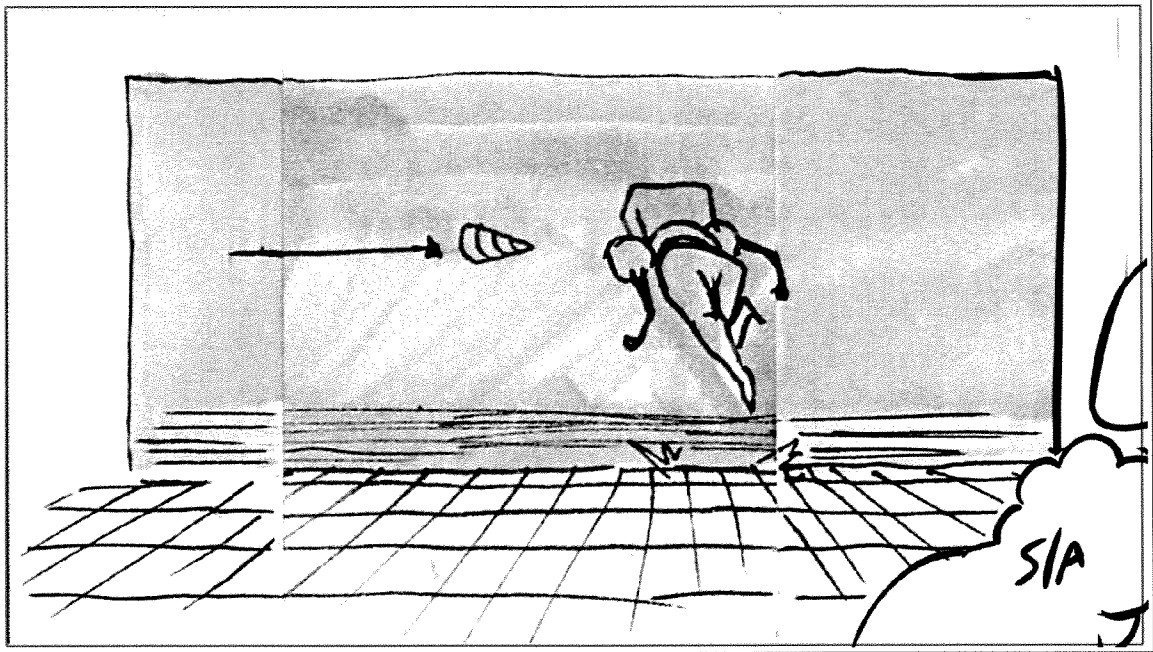
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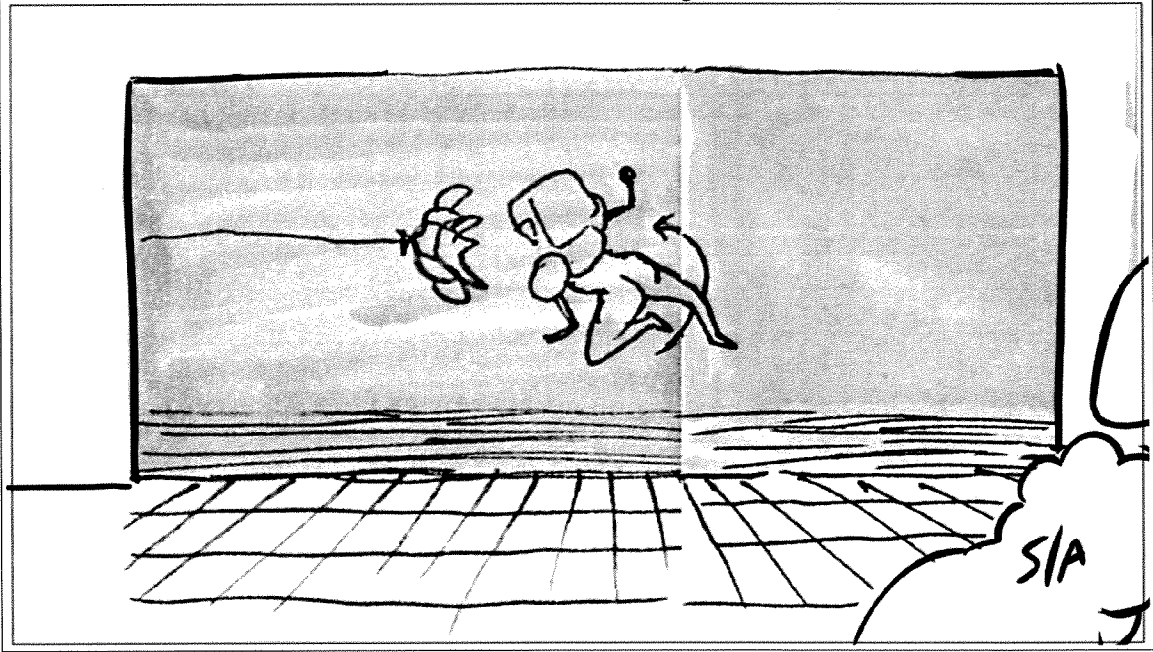
1020-009

Scene 225 Panel 8



Slugging
0.06

Scene 225 Panel 9



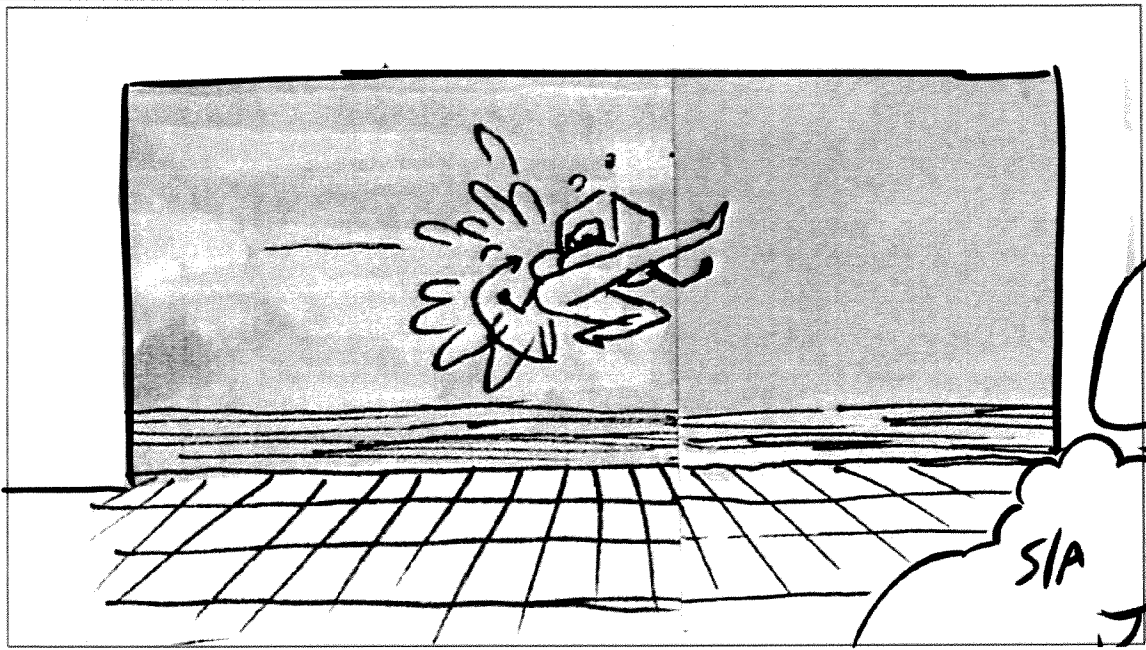
Slugging
0.05

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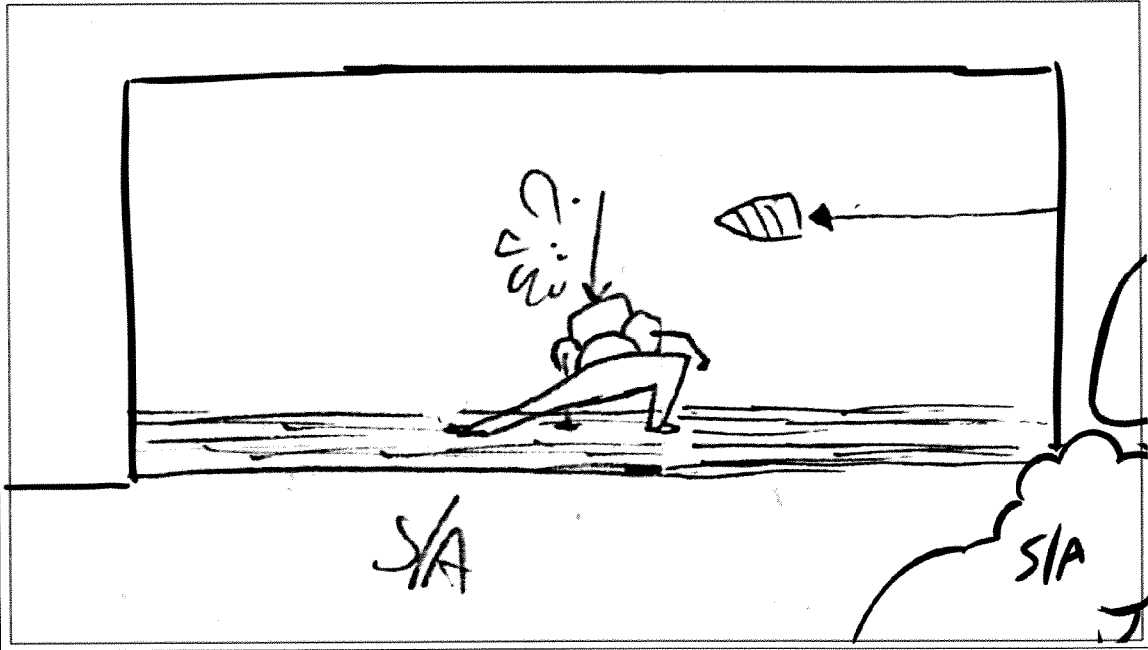
1020.009

Scene225Panel10
CONT



Slugging
0.08

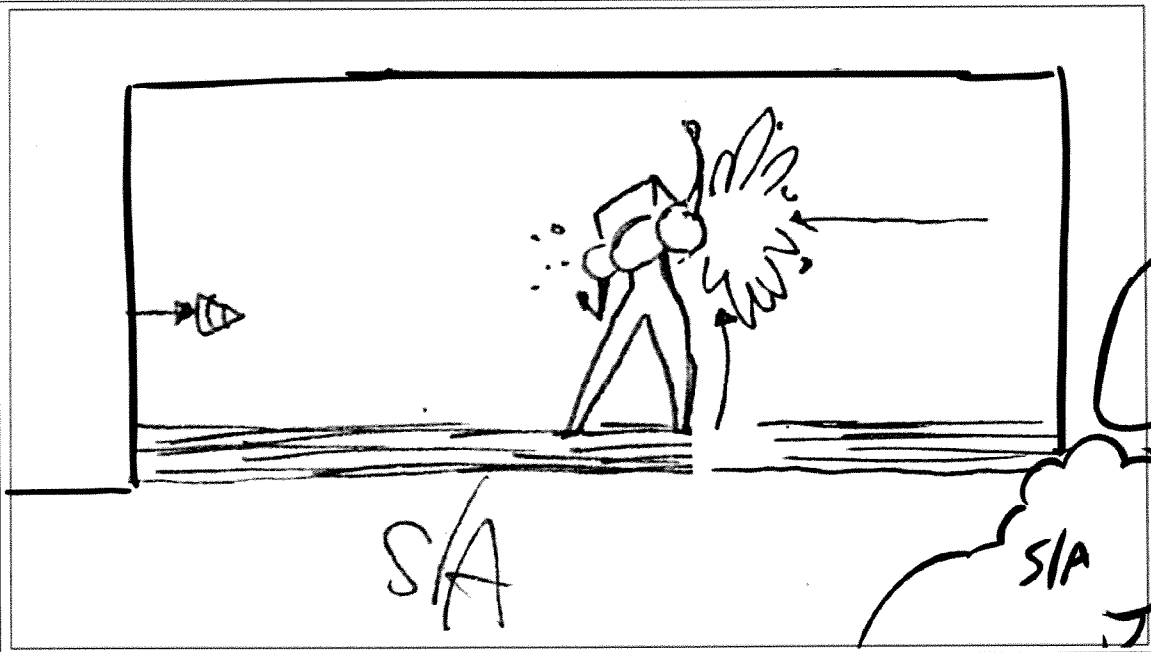
Scene225Panel11
CONT



Slugging
0.12

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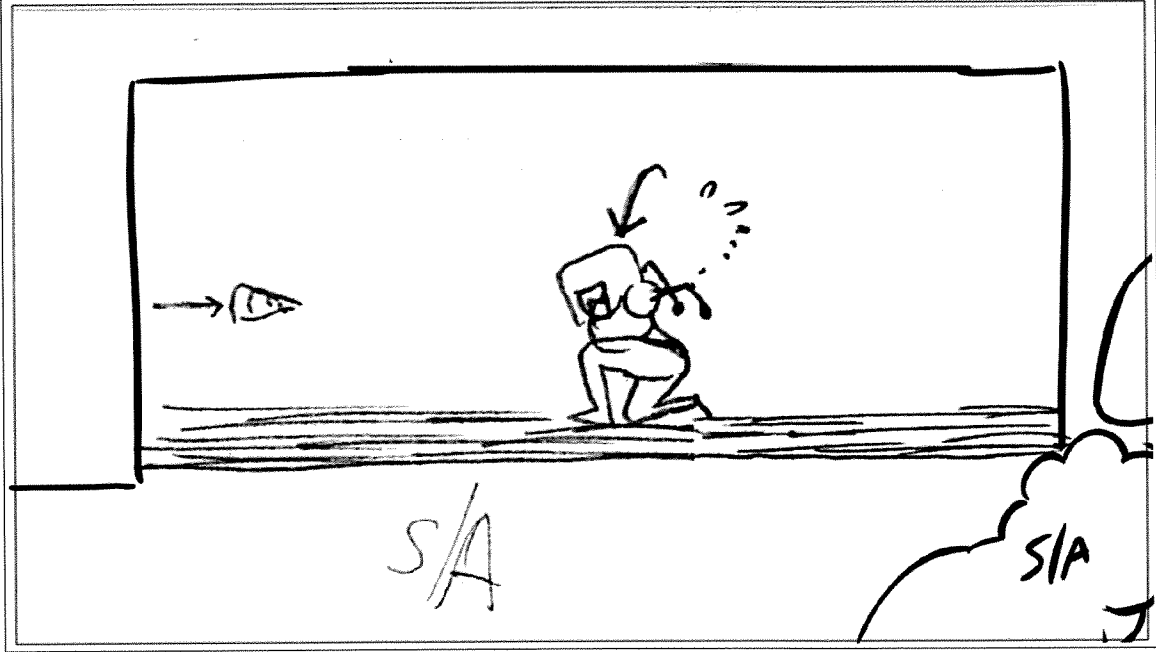
Scene	Panel
225	CONT 12



Dialog
GARNET: PEARL!

Slugging
0.12

Scene	Panel
225	CONT 13



Dialog
GARNET: AMETHYST!

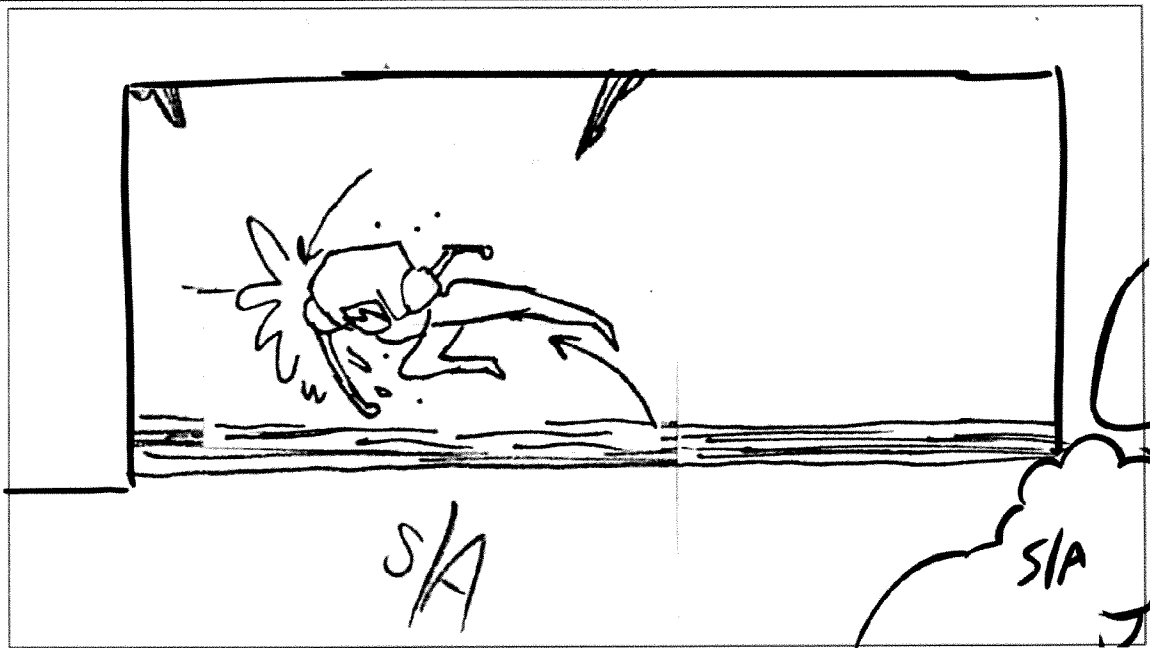
Slugging
1.02

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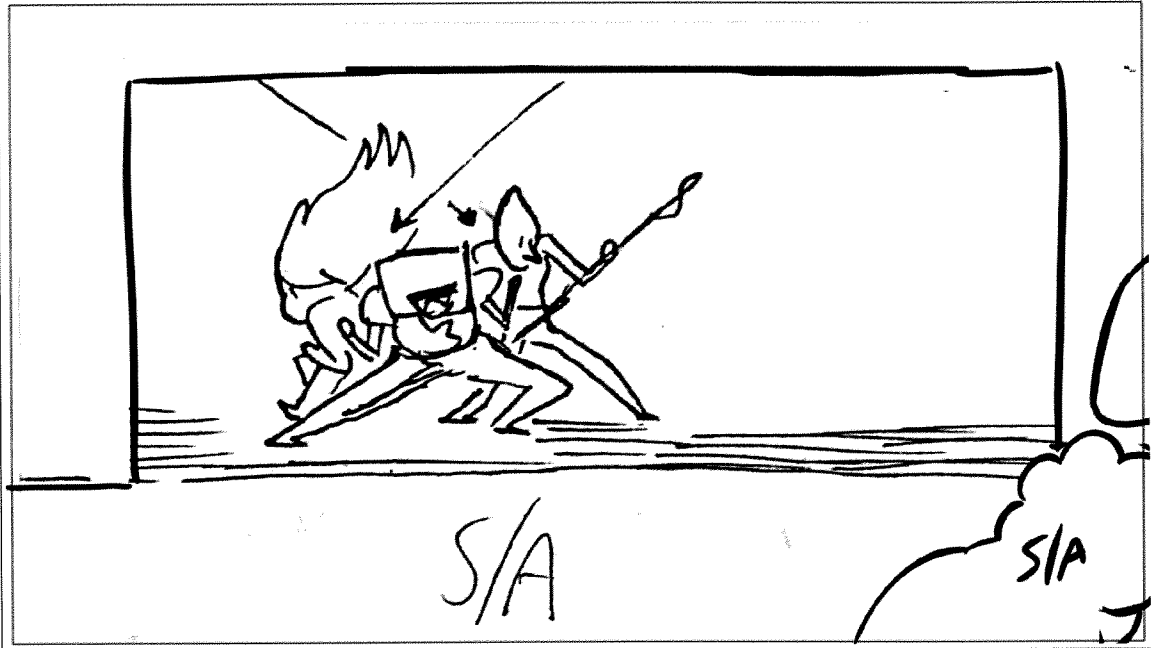
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Scene 225 Panel 14
CONT



Slugging
0.08

Scene 225 Panel 15
CONT



Slugging
0.07

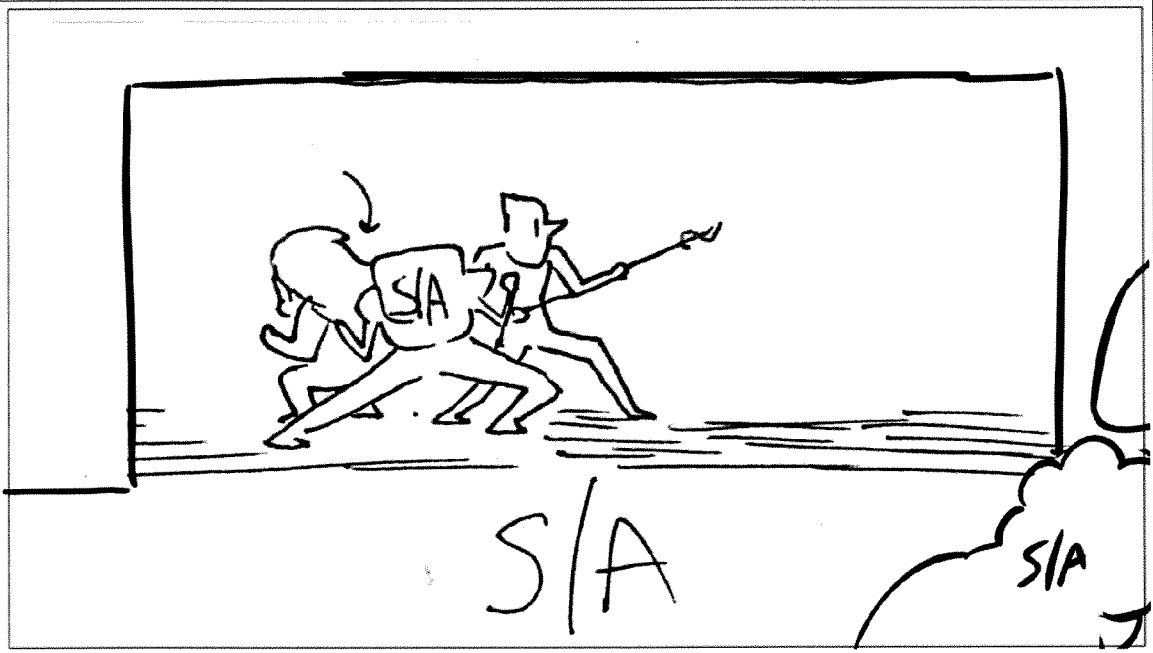
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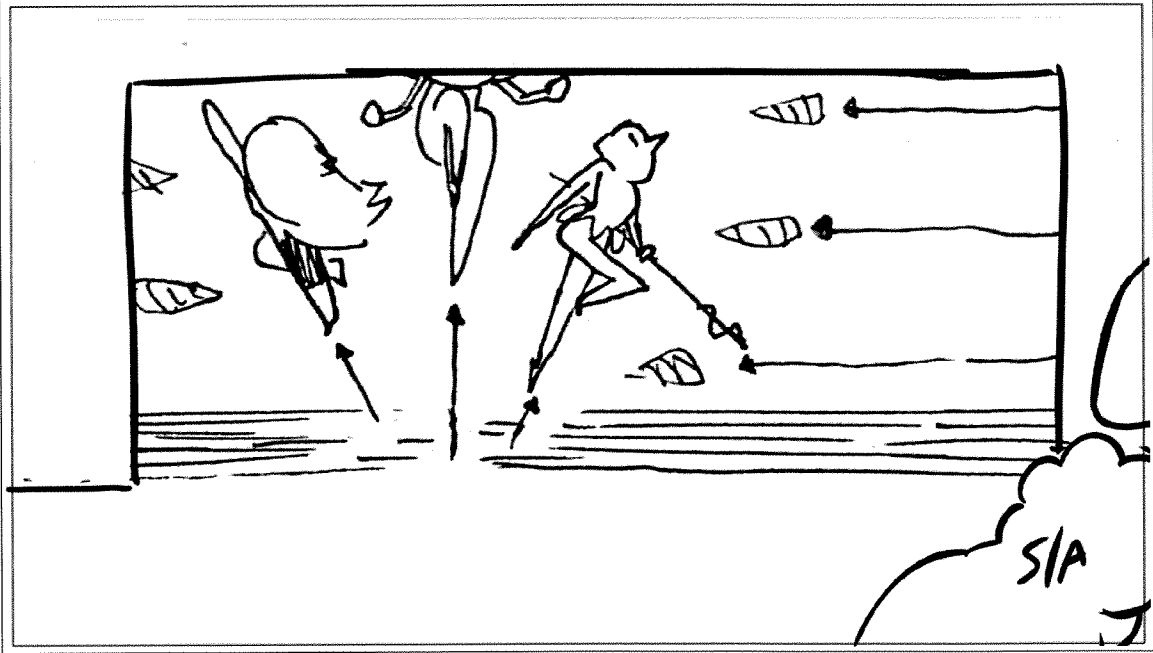
1020.009

Scene 225 Panel 16
CONT



Slugging
1.05

Scene 225 Panel 17
CONT



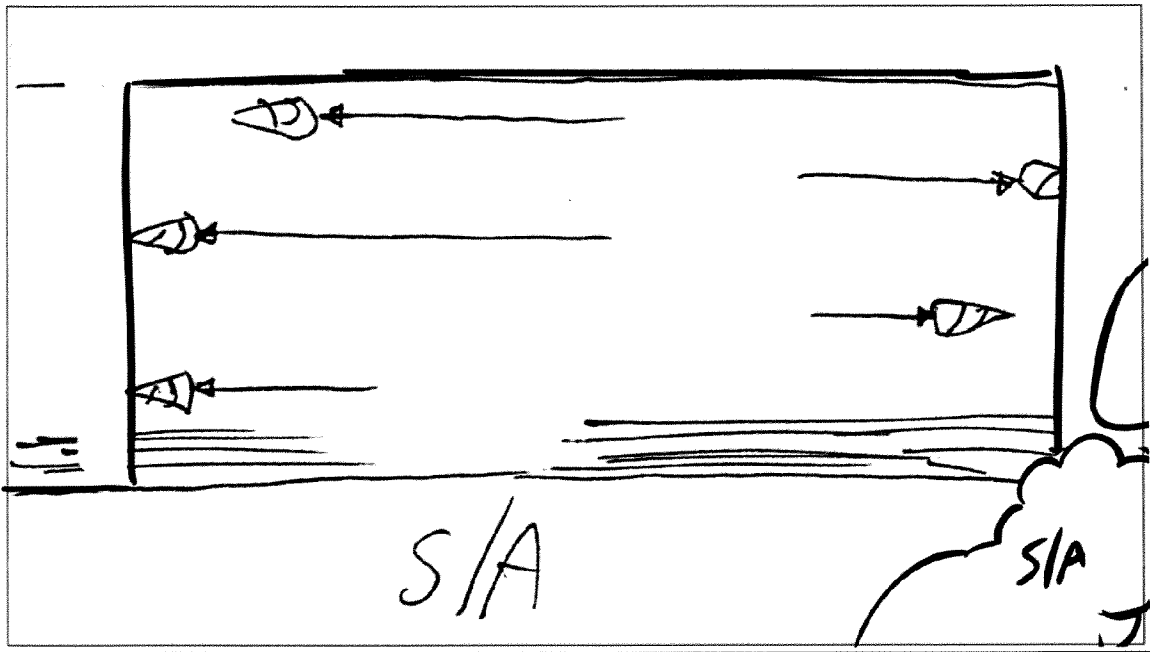
Slugging
0.04

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Scene 225 Panel 18



Slugging
1.00

Scene 226 Panel 1



Dialog
STEVEN: I CAN HELP, TOO!

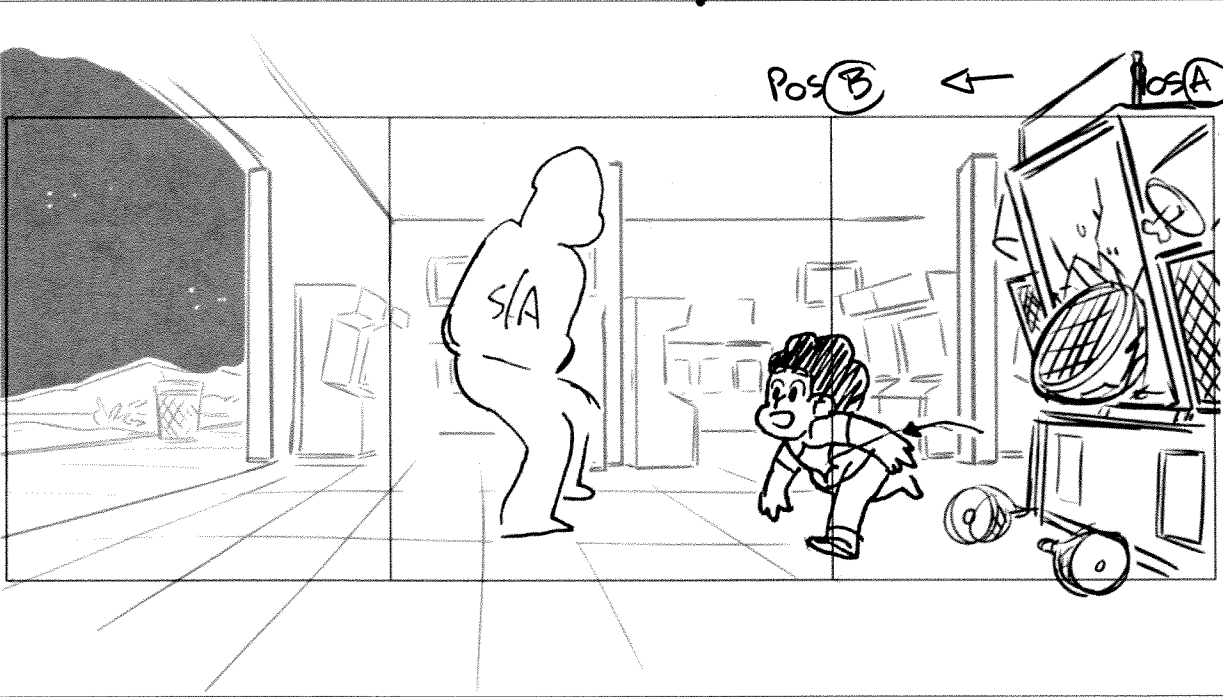
Slugging
2.03

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Scene 226 Panel 2
CONT



Slugging
HOLD: 0.10

Scene 226 Panel 3
CONT



Dialog
MR. SMILEY: OH,

Slugging
ADJ: 0.10

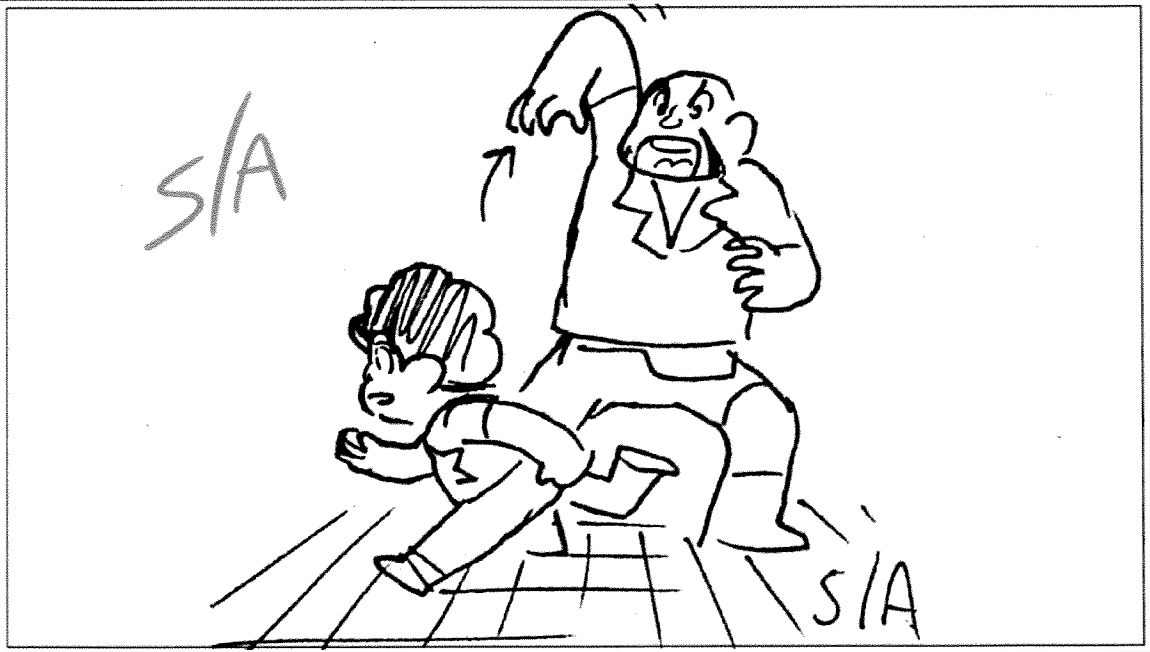
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1020.009

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Scene 226 Panel 4



Dialog
MR. SMILEY: OH, NO!

Slugging
0.14

Scene 226 Panel 5



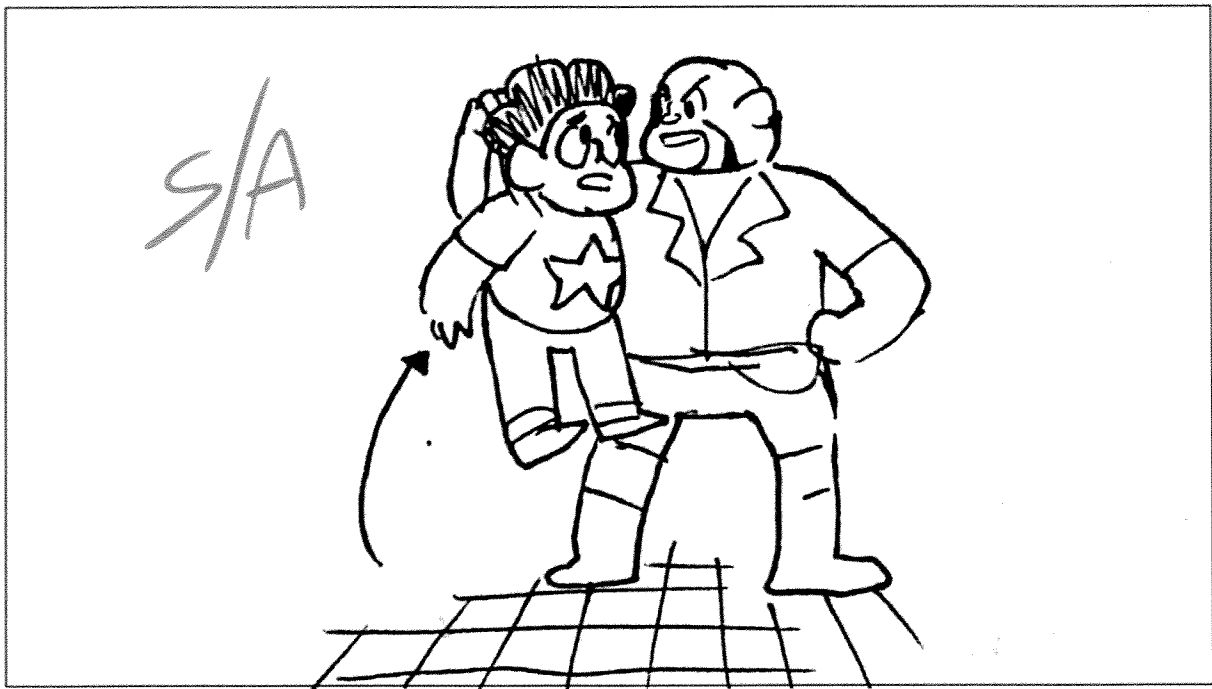
Dialog
MR. SMILEY: NO NO!

Slugging
1.11
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Scene 226 Panel 6

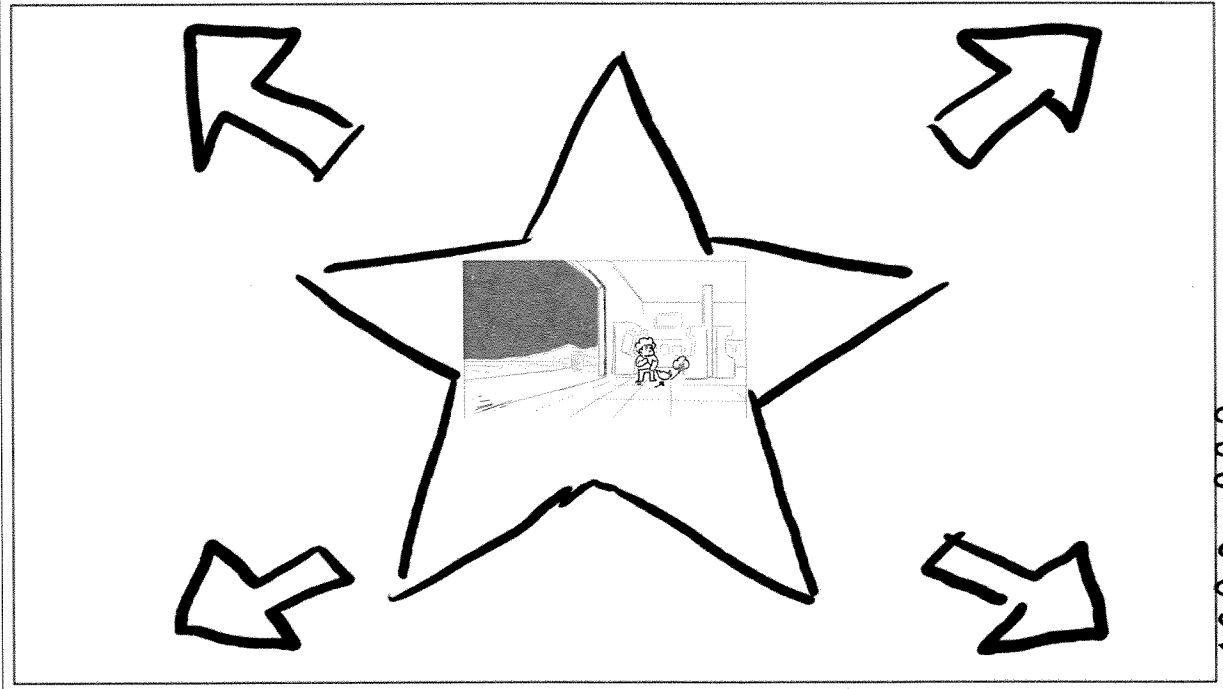


Dialog
MR. SMILEY: DON'T YOU GO FLIPPITY FLOPPIN' OUTTA HERE!

Slugging
3.10

0.06 at the end is together with star wipe.

Scene 228 Panel 1A

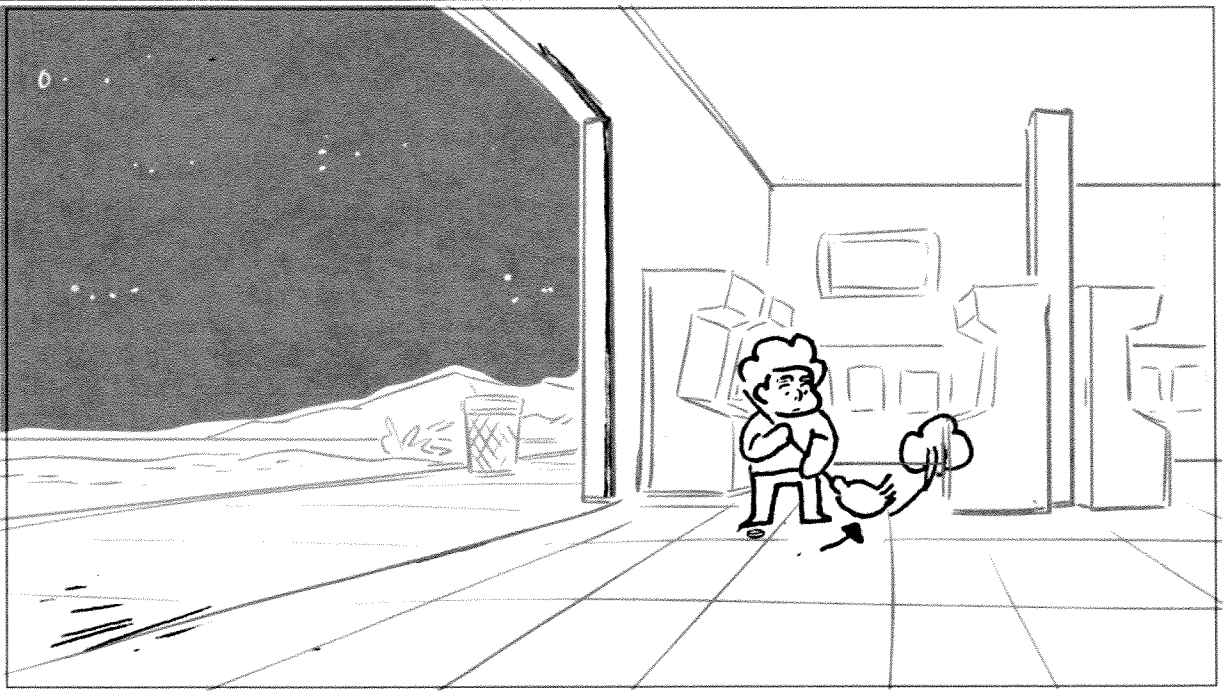


Slugging
0.13

Star over previous scene: 0.06
Star over next scene: 0.07

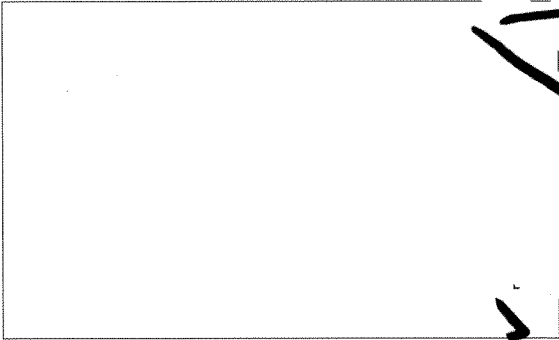
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Scene 228 Panel 1B CONT



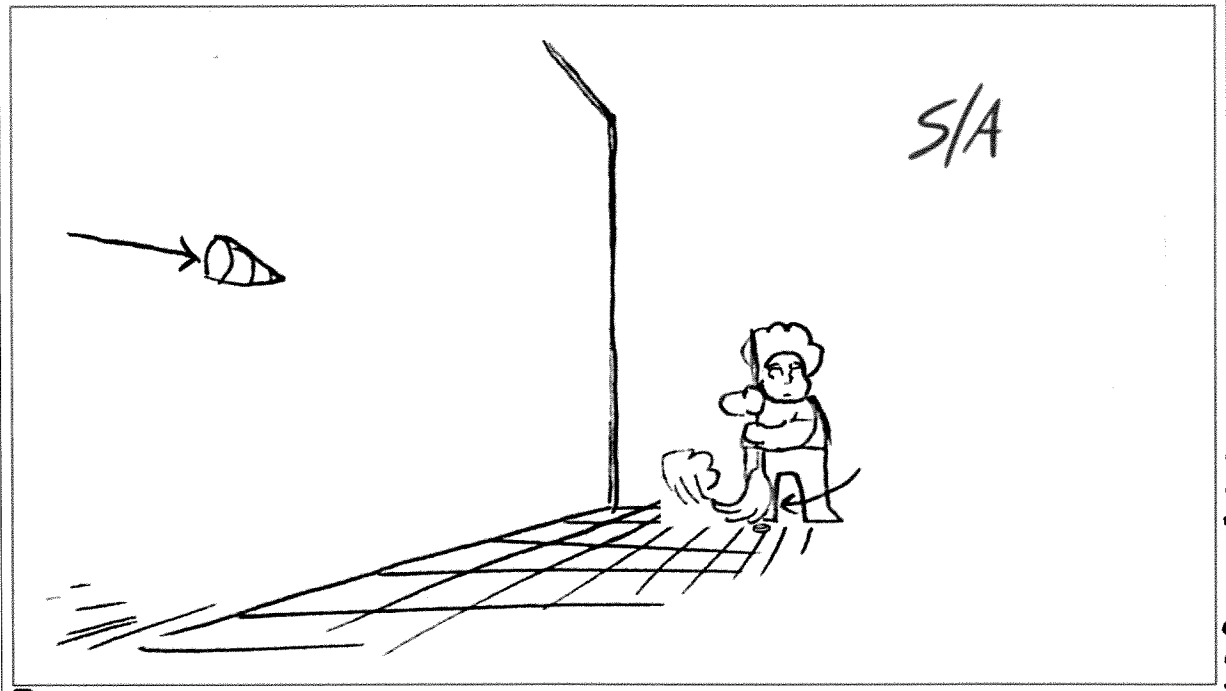
Slugging
1 + 2 = 2.06

0.07 at the start is together with the star-wipe.



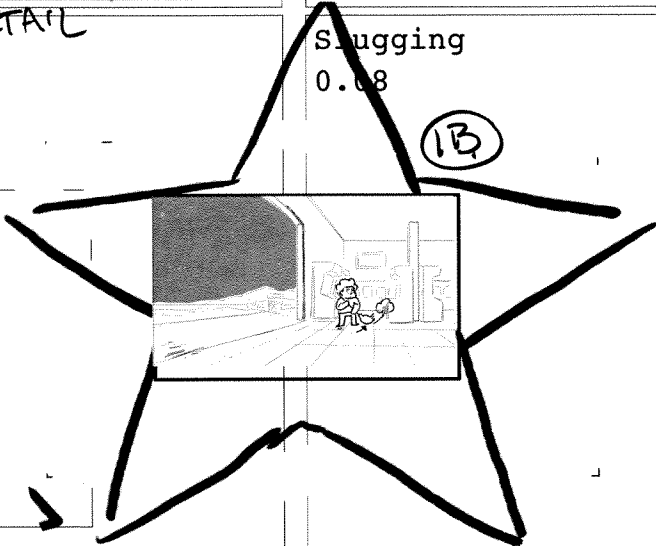
DETAIL

Scene 228 Panel 2 CONT



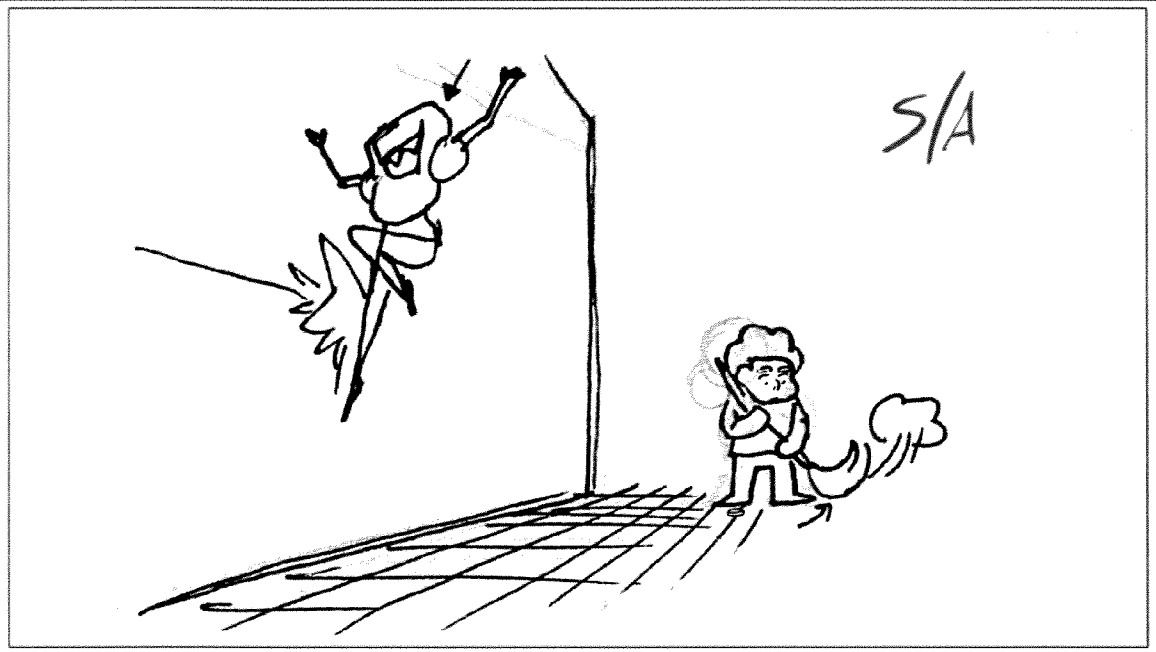
Slugging
0.08

1B



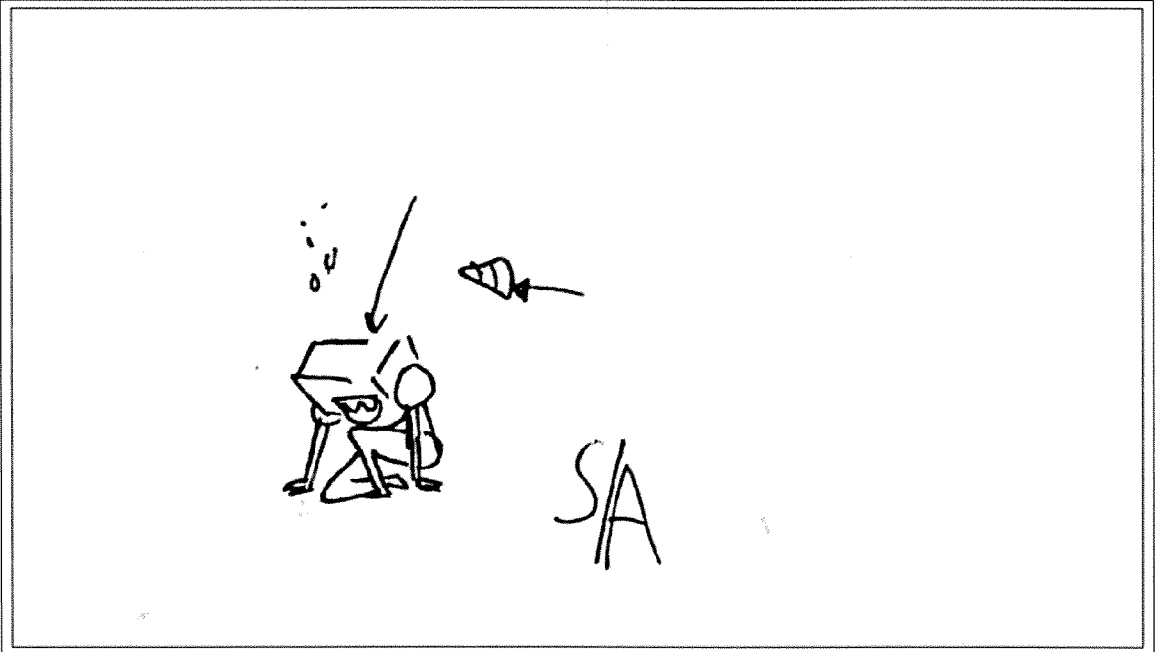
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Scene	Panel
228	CONT 3



Slugging
0.05

Scene	Panel
228	CONT 4



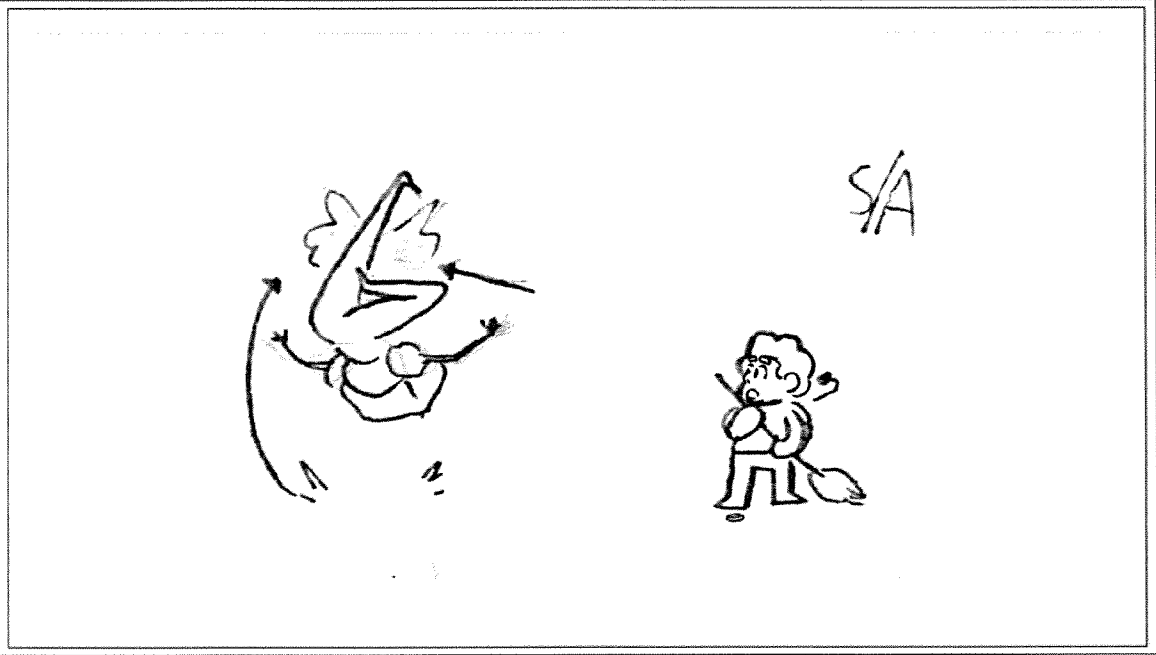
Slugging
0.11

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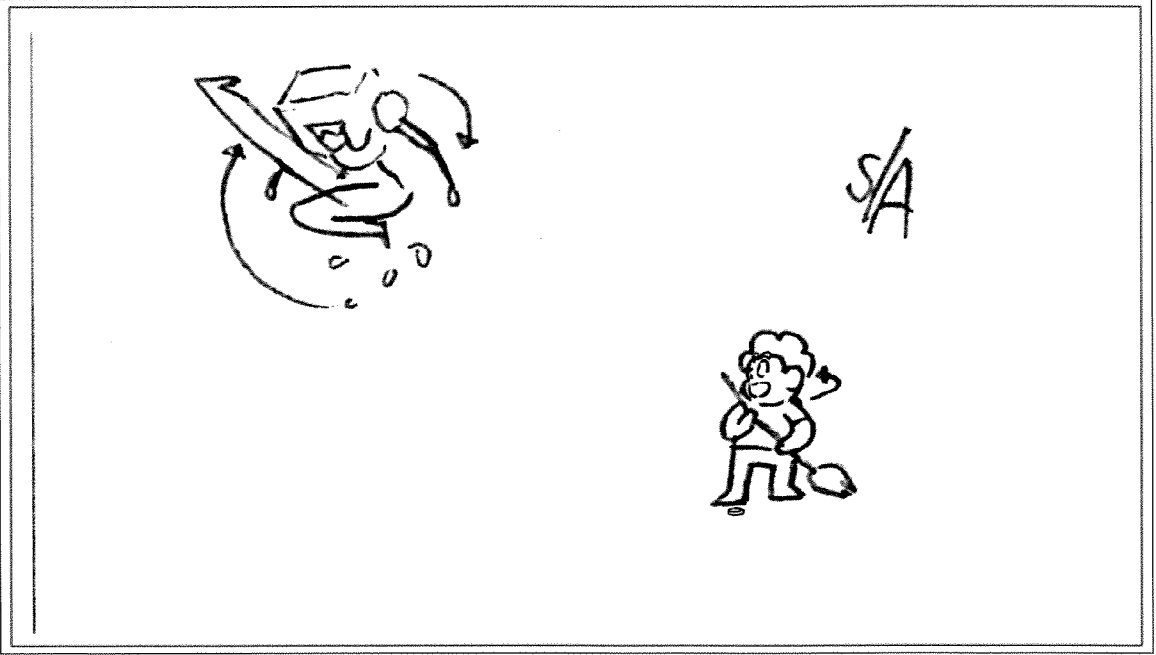
1020.009

Scene 228 Panel 5
CONT



Slugging
0.10

Scene 228 Panel 6
CONT




Dialog
STEVEN: YEAH!


Slugging
2.04
JUN 17 2013

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Scene	228	Panel	7
<div><div><div>OUT</div><div></div></div><div>S/A</div><div></div></div>			
<div>Dialog</div> <div><FIGHTING NOISES></div>			
<div>Slugging</div> <div>0.09</div>			

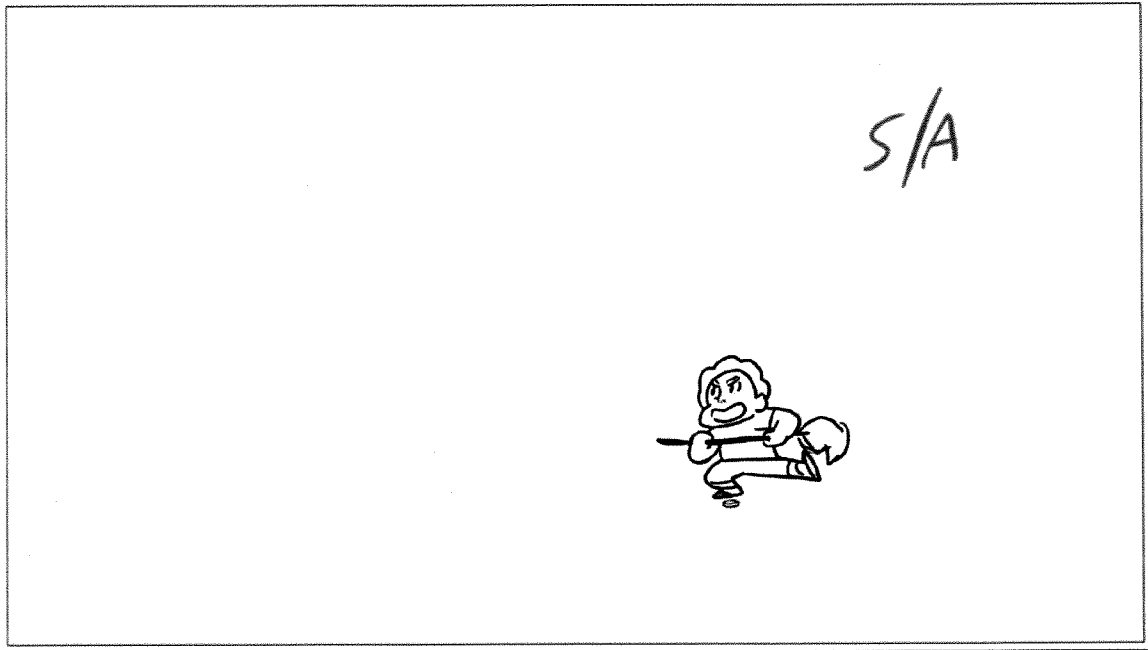
Scene	228	Panel	8
<div><div></div><div>S/A</div><div></div></div>			
<div>Dialog</div> <div><FIGHTING NOISES></div>			
<div>Slugging</div> <div>0.11</div> <div>JUN 17 2013</div>			

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Scene 228 Panel 9



Dialog
<FIGHTING NOISES>

Slugging
0.14

Scene 228 Panel 10



Dialog
MR. SMILEY: HEY!

Slugging
1.02

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Scene 228 Panel 11



Dialog
STEVEN: I'M WORKING!

Slugging
1.10

Scene 228 Panel 12

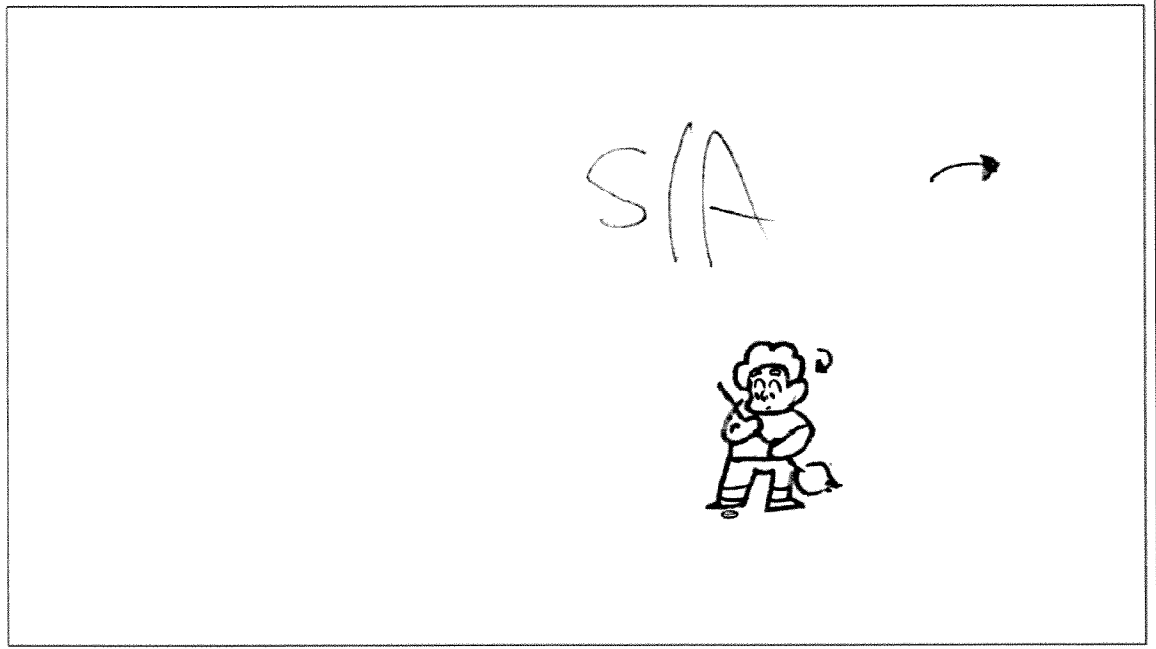


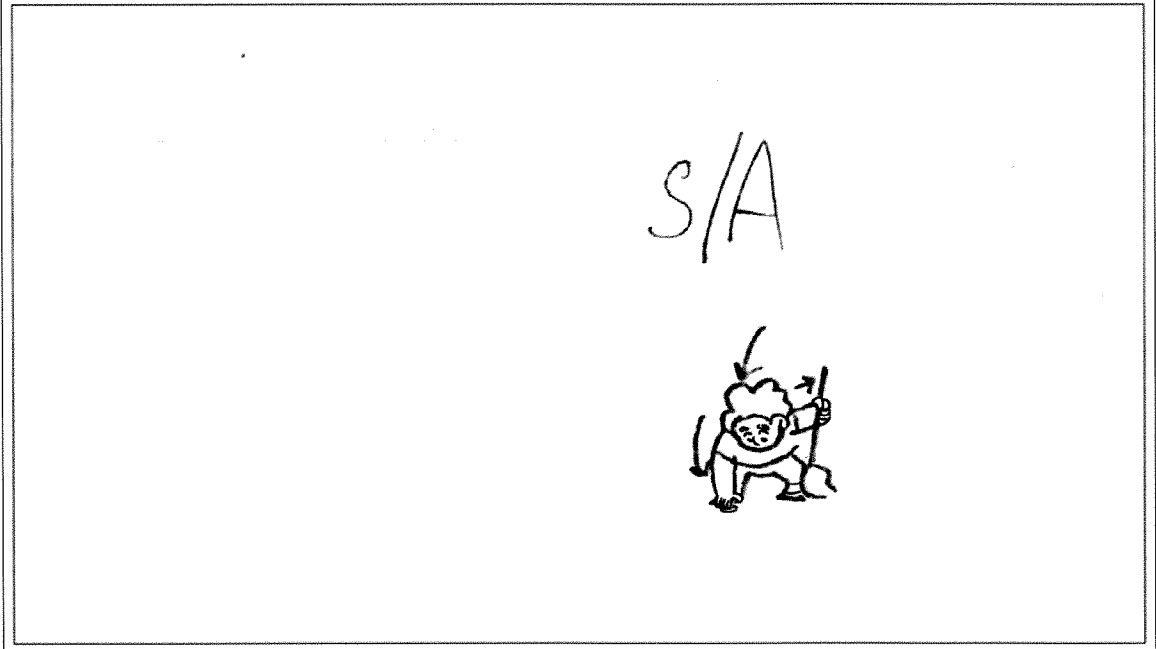
Dialog
STEVEN: SEE!

Slugging
1.13
JUN 17 2013

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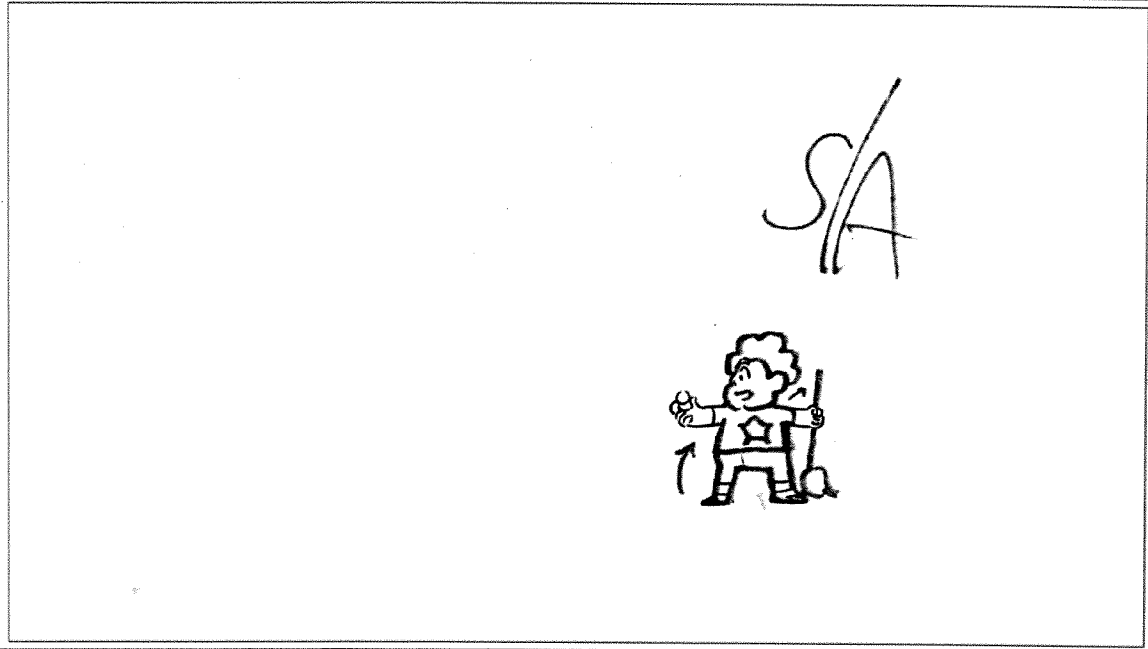
1020.009

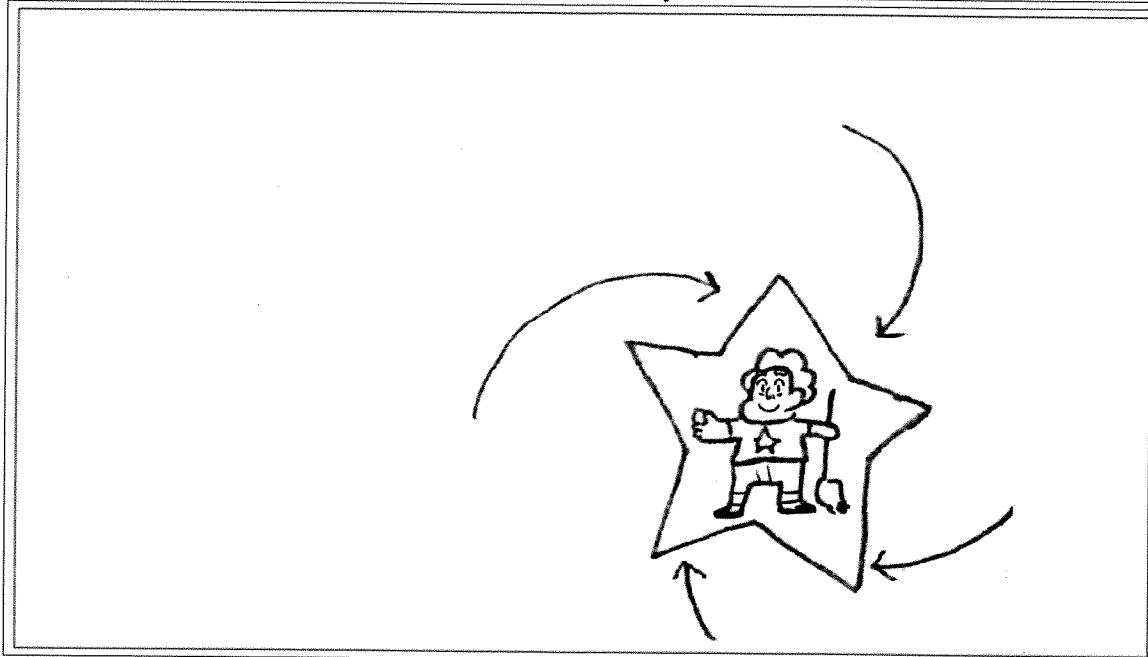
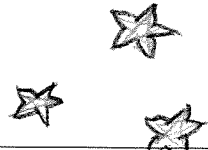
Scene	228	Panel	13
CONT			
			
Dialog			
STEVEN: HM?			
Slugging			
1.06			

Scene	228	Panel	14
CONT			
			
Slugging			
0.09			
JUN 17 2013			

1020.009

600-0701

Scene	228	Panel	CONT	15
				
Dialog STEVEN: A QUARTER!				
Slugging 2.03				

Scene	228	Panel	CONT	16
				
Dialog GAME: NOW YOU'RE COOKIN'!				
Action Notes Star iris out				
*AFTER BIG STAR IRIS CLOSES, 3 SMALL STARS POP ON FOR 1 FRAME, THEN SHRINK OFF IN 2 FRAMES.				
Slugging 2.11				
				

1020.009

1020.009